V3 SOUND

V3 DESKTOP

USER MANUAL 2.0

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SAFETY PRECAUTIONS

SAFETY INSTRUCTIONS

- Read the user manual before using the device
- Do not allow any liquid to come in contact with the device
- Do not place anything on top of the device
- Do not handle the power supply with wet hands
- Turn off all connected devices before you connect any new devices

Do not use or store the device where it is exposed to:
- dampness or wetness
- extreme temperature changes (i.e. do not store in a vehicle in winter)
- strong vibrations or jolts

HANDLING

- Use only the original cables and power supply
- Remove the cable only by pulling on the plug, not on the cable
- Do not expose the power adapter to any mechanical stress

CUSTOMER SERVICE

Do not carry out any repairs at home, as this may result in permanent damage to the electronics. Any guarantee claims are no longer valid in this case.

ACCESSORIES
Manual and power

POWER REQUIREMENT
9VDC / 1.3A

HUMIDITY
max. 80%, non-condensing

OPERATING TEMPERATURE
10 to 40 degrees Celsius

COPYRIGHT

All the audio recordings V3SOUND uses on the sound boards are protected by copyright. V3SOUND alone has been given the right by all musicians involved to use this material. Any duplication, editing or any other copy of individual sounds by or given to a third party in any form (audio sampling CD, data storage device with individual sounds, download of any file, etc.) is strictly forbidden.

Copyright © 2015 V3SOUND - Austria

TECHNICAL SPECIFICATIONS

- Display: 320 x 240 pixels
- Audio player: MPEG Layer III 32-48.000kHz
  Bit rate up to 320 kbit/s – all variable formats
  MPEG Layer III audio decoding technology licensed from Fraunhofer IIS and Thomson
- 10.000 memory slots for registrations
- 4GB memory support for MP3, MIDI and style files
- 32 MIDI channels, 2 MIDI-out
- 4 audio out
- Dimensions: 27.3 cm (L) x 18 cm (W) x 6.8 cm (H)
- Sound memory via V3SOUND sound boards
- Polyphony depends by the total of sound boards installed.
- Ports available for 3 foot pedals and an expression pedal

The CE certification is available at
www.v3sound.com.

V3SOUND
A-6114 Kolsass Austria

CE

OVERVIEW

Thank you for choosing the V3 DESKTOP — the most modern technology inside an electronic musical instrument.

BRIEF OVERVIEW OF ITS FUNCTIONS

SOUND BOARDS

Three V3SOUND sound boards can be installed in the V3 DESKTOP.

There are several basic models.

Styles Arranger
Only if a sound board with the General MIDI Sound Bank is installed, the International Style Package with more then 300 styles will work.

Sound boards extensions
So with any sound board not only the sound material will be expanded, but also the polyphony of the instrument will be increased.

All current extensions, see www.v3sound.com

CONTROLS & MUSIC

The V3 Desktop allows you to play up to 16 sounds simultaneously.

Example for live application
Three sounds on MIDI channel 1, solo
One sound on MIDI channel 2, chord
Two sounds on MIDI channel 3, bass
Four sounds on MIDI channels 2 and 3, drums

Any MIDI instrument can be used.

Intelligent instrumentation
For example: When three keys are pressed, only the trumpet should sound on the highest note, the saxophone on the middle note, and the trombone on the lowest note.

16 sounds for live play and 16 sounds for the playback of MIDI files or styles are all available at the same time.

OVERVIEW

MULTIPLAYER

The V3 DESKTOP has 3 different players.

MIDI PLAYER
Playback of MIDI files, format 0

MP3 AUDIO
Playback of MP3 audio tracks

STYLE ARRANGER
Playback of rhythm patterns

Each style has **4 main variations**. Up to **16 fill-ins** are pre-programmed **for each style**.
If you start the fill-in before the middle of the current bar, the fill-in begins immediately. If you start the fill-in after the middle of the bar, the fill-in begins in the next bar.
Auto Fill-in (AF): If you activate the auto fill-in function, a suitable fill-in will be selected automatically when you choose a main variation.

Breaks will always start in the next bar.

Intro and Ending 3 are available in both major and minor versions.

STYLES

The V3 DESKTOP basic style package includes more than 300 styles. When you expand the V3 with another sound board, you also get styles that have been created with these sounds specifically.

MEMORY

All data is stored on the SD memory card.

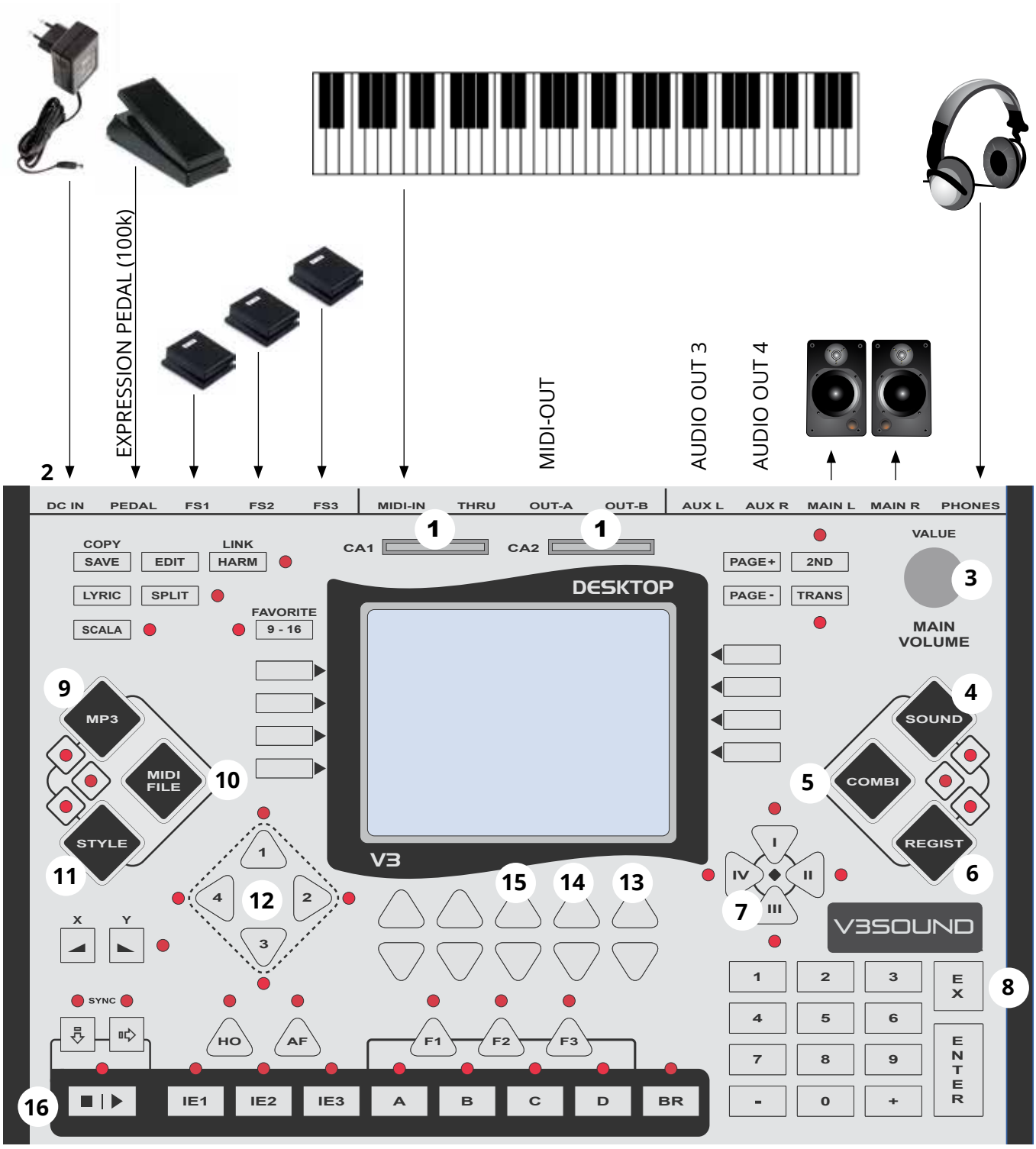
The SD memory card allows easy transfer of MIDI and audio files from your computer to the V3 DESKTOP.

By copying your data from the SD card to your computer, you can create a complete backup copy of your V3 DESKTOP data.

There are up to 10,000 memory slots available on each SD card for MIDI files, MP3 files, styles, sounds, combinations, and registrations.

REGISTRATIONS
All of your settings for one song are saved and retrieved by REGISTRATION.

USER INTERFACE AND PORTS



1 Memory card slots
2 Power on/off
3 Main volume / Data value
4 Sound mode
5 Combi mode
6 Registrations mode
7 Live scenes
8 Exit
9 MP3 player
10 MIDI file player
11 Style mode
12 Style scenes
13 Volume of LIVE sounds
14 Volume of PLAYBACK sounds
15 Tempo
16 Start/stop

SETUP

This section tells you how to set up the V3 DESKTOP for play. Read this information carefully before turning on the device.

POWER SUPPLY

Make sure the POWER switch on the back of the device is in the OFF position (LED light is not on).

Plug the power adapter that came with the device into the DC port on the back of the unit.

Plug the other end of the power adapter into a power outlet. Make sure that the adapter is compatible with the power supply.

Connect the audio outputs to an amplifier, active loudspeakers or headphones.

To avoid possible damage to the loud speakers or other connected electronic devices, always turn on the V3 DESKTOP first before turning on any active loud speakers or amplifiers. You should also turn off the V3 DESKTOP, after you have first turned off the speakers, mixer and amplifier.

If the device does not have a power adapter or it is damaged and you need a replacement, please contact your V3SOUND *dealer. If you plug the device into the wrong power adapter, you can severely damage unit's circuitry.*

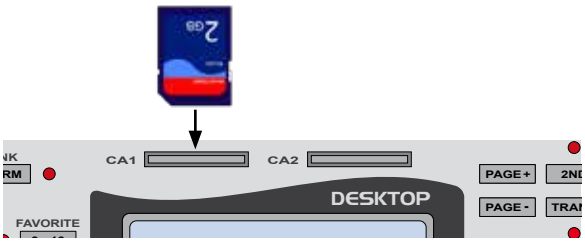
The technical specifications of the power adapter: 9VDC/1.3A

SETUP

TO TURN ON

Before you turn the device on or off, make sure that all connected audio devices that amplify the audio signal (mixer, amplifier, active loudspeakers) have their volumes turned down.

Both card slots have the same capabilities. You can insert your SD card in CA1 or CA2. You cannot use two SD cards at the same time, however.



❶ Insert the SD memory card into the CA1 slot.

❷ Turn the power on by pressing the POWER ON/OFF switch on the back of the device.

❸ Turn down the MAIN VOLUME control. In the lower right of the display you will see the current value of the OVERALL VOLUME.

After 2 seconds, the display switches back to the standard display: TMP TRACK LIVE.

❹ To adjust the display's contrast, press:

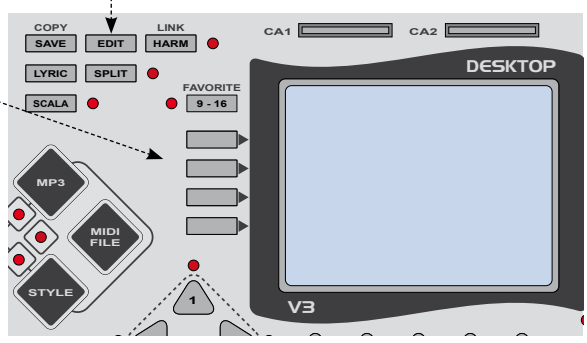
the [EDIT] button;

then the button parallel to [UTILITY] on the display;

then the button parallel to [CONTRAST] on the display.

Change the contrast using the [+/-] buttons in the 10-button pad.

Press [SAVE] to keep your changes.



OVERVIEW OF MIDI CHANNEL – SOUND – COMBI – REGIST MODES

MIDI channel factory settings

[SOUND MODE]

1 sound

MIDI channel 1

The SOUND mode is ideal for browsing the individual sounds of a sound board.

[COMBI MODE]

All 16 sounds available on any channel

MIDI channels 1 - 16
(Factory setting MIDI channel 1)

The COMBI mode is ideal as a tone generator for MIDI files programmed on your PC and played on the V3 DESKTOP.

[REGIST MODE]

All 16 sounds available on any channel

MIDI channels 1-16
(Factory setting MIDI channel 1)

STYLE ARRANGER
Chord recognition
(Factory setting MIDI channel 2)

The REGIST mode is the mode you use 99% of the time.

MIDI ACCORDION
MIDI channel1 for treble side
MIDI channel 2 for chords
MIDI Channel 3 for bass

KEYBOARDS WITH 1 MIDI CHANNEL
The MIDI setup must be changed for keyboards with only one MIDI channel.
See page 55.

SELECTING A REGISTRATION – 3 OPTIONS

1. SELECT FROM DISPLAY

❶ Press the [REGIST] button.

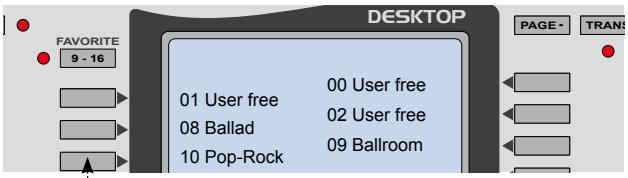
❷ Select a REGIST folder from the display.

❸ Select a registration from the display.

❹ The name of the Registration will be INVERTED shown and is reay to play.

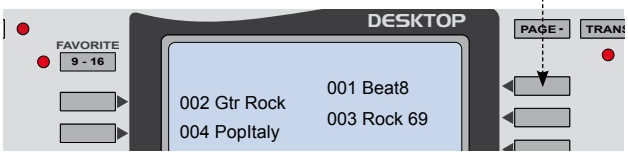
❺ The Registration is full working. it´s possible to starts Styles and other files.

❻ If you want to edit the Registration, press the same button a second time Part.



i. e. 10 Pop-Rock

a. e. 003 Rock 69



Now you can as described on page 18 change and store all settings of Registration.

2. SELECT BY NUMBER

❶ Press the [REGIST] button.

❷ Digit 10 on the 10-button pad. → 10 selects the folder number 10, Pop-Rock

❸ Digit 001 on the 10-button pad. → 001 selects the registration 001 in folder 10

❹ Press [ENTER] on the 10-button pad. → By pressing ENTER, the selection is carried out and the registration is called up.

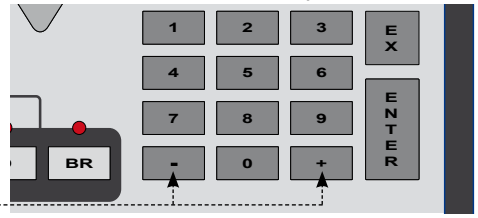
SHORTCUT

If you want to select a different registration in the same folder, you do not need to enter the folder number again.
To select the registration 35 from the same folder, press: [REGIST] [3] [5] [ENTER]

3. SELECT WITH +/- KEYS

Use the [+/-] keys in the 10-button pad to move up or down among registrations within a folder.

10-button pad



FACTORY REGISTRATIONS

FACTORY REGISTRATIONS

FOLDERS FOR SOUND BOARDS WITH GM

08 Ballad
09 Ballroom
10 Pop-Rock
11 Swing & Jazz
12 DanceDisco
13 Latin
14 R & B
15 Country

23 German pop hits
24 German folk music hi

27 Italy Pop
28 Italy Folk

29 Signation

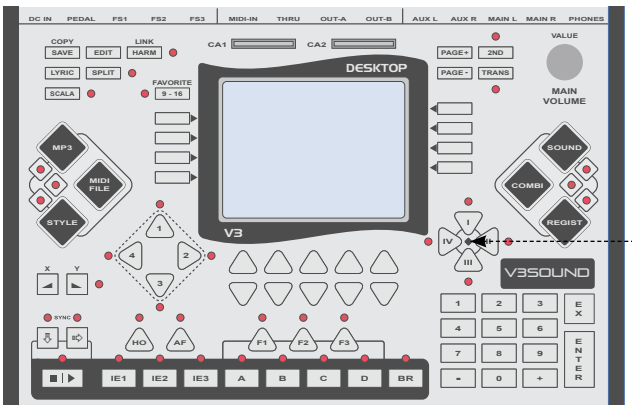
REGISTRATION FOLDERS 08-29

The registrations in folders 08-29 (BALLAD, LATIN, BALLROOM) are organized as follows:

❶ 4 sound settings are pre-programmed in each registration. Use the SCENE buttons I, II, III, and IV to select the sound mixtures suitable to your piece.

❷ The style arranger is activated and a suitable style is set for the piece.

SYNC START and INTRO are pre-programmed for all factory settings with a pre-set STYLE.



SCENE I is always activated when selecting a factory registration (the LED lights up).

MORE REGISTRATIONS FOLDERS

FOLDERS - USER MEMORY SLOTS

00 - 06 specific folder to match the installed sound board USER

06 - 07 free for user content

68 - 89 same content as 08-29 but includes manual bass and chord

99 special
dont use - special folder for the database

68 - 89 Manual bass & chord

Factory registrations of the most popular songs are preset for manually playing bass and chord in folders 68 - 89. When you press START, the STYLE plays only the percussion sounds.

FACTORY REGISTRATIONS

MODEL TRADITION 512

REGISTRATIONS BANK 30
Find Registrations for manual play.

GERMAN FOLK MUSIC ON MIDI ACCORDION

TREBLE KEYS
Solo, duet or harmony

CHORD KEYS
Variety of sounds on the chord keys. These sounds may also consist of complete guitar chords.

BASS KEYS
Variety of bass instruments on the bass keys in Oberkrainer style. One of the most popular sounds: E-bass and baritone horn mixed.

PERCUSSION
Percussion sounds on the chord and bass keys; for example, bass drum and cymbal on bass keys, snare drum on the chord keys.

MODEL CELTIC 512

REGISTRATIONS BANK 70 - 79
Find Registrations for manual play.

FACTORY REGISTRATIONS

SOUND BOARD SW160 SWISS

If you have purchased the optional sound board SWISS 160, copy the sound folder SWISS 40 (this can be found on the website V3SOUND) and place it into the SOUND folder on the SD card.

SD-CARD more information page 62

SOUND BOARD TO260 T-ORGAN

If you have purchased the optional sound board TO260, copy the sound folder 38 TO260 (this can be found on the website V3SOUND) and place it into the SOUND folder on the SD card.

Copy the Registration folder 38 TO260 into the folder Registrations on the SD CARD.

SD-CARD more information page 62

STYLE ARRANGER

STYLE ARRANGER

Each sound board is accompanied by a variety of suitable style packages.

The HQ260 sound board had 300 styles available at the time this manual was printed.

This international style package, produced by D-O-O, Musalabra, Carillon, HRS Studios and V3SOUND, is constantly expanding.

The TRADITION T5221 sound board has over 70 German folk music styles available, such as Oberkrainer, Egerlaender, brass music, various Zillertaler styles, and many more.

Style folders and sound boards

The styles in folders 01 - 29 use sounds from the GENERAL MIDI sound bank.

The styles in folders 30 use the sounds from the TRADITION sound board.

The styles in folders 70 use the sounds from the CELTIC sound board.

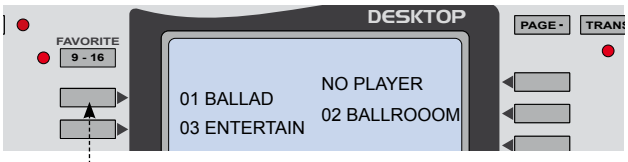
SELECTING A STYLE

❶ Press the [STYLE] button.

❷ Select a category from the display.

❸ Select a style (name will be inverse)

❹ Start the playback.

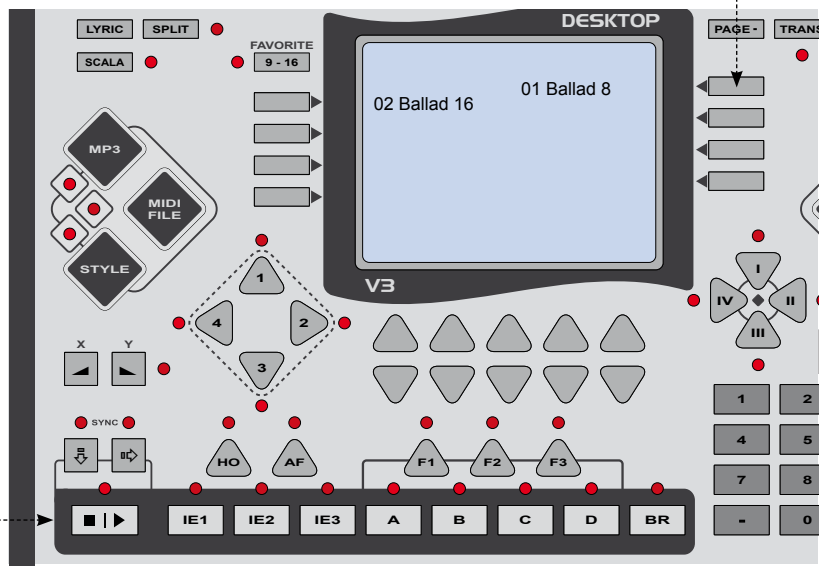


i. e. 01Ballad

❺ Play a chord on your MIDI instrument.

❻ To test another style
> Stop the current style
> Select a different style.

i. e. 01 Ballad 8



If you have found a style you want to use in this registration, press a second time to the inverted button
Styles return to the main page.

If your style arranger does not follow the chords you play, check the transmission MIDI channel of your instrument. Accordingly to the V3's factory setting, you must select the MIDI channel 2 to let the V3 recognize your chord changes.

STYLE ARRANGER

STYLE KEYS

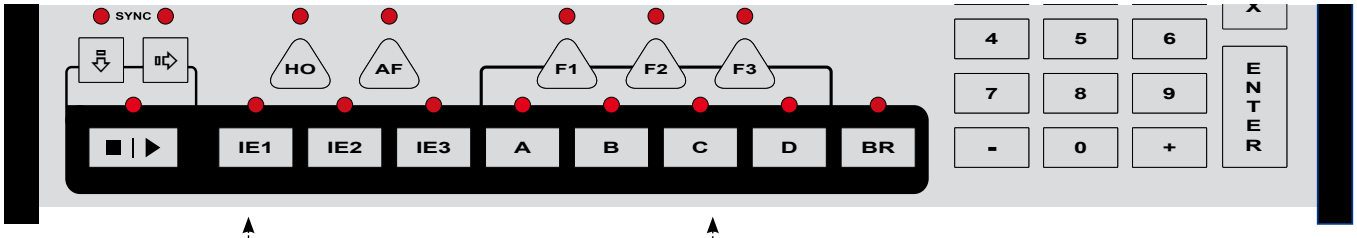
When you have selected a style, the keys on the lower part of the V3 DESKTOP become active.

SYNC STOP
Stops if no chord key is pressed.

SYNC START
Starts with the next chord.

AF
Automatic fill-in with a change of variation.

F1 - F2 - F3
Direct selection of fill-ins



IE 1-2-3 INTRO / ENDING
If the style is already playing, these keys are for the endings; otherwise they are for Intro.

MAIN A - B - C - D
If one of the MAIN keys is pressed again, a suitable fill-in for the MAIN variation will play.

VOLUME ADJUSTMENT & TEMPO

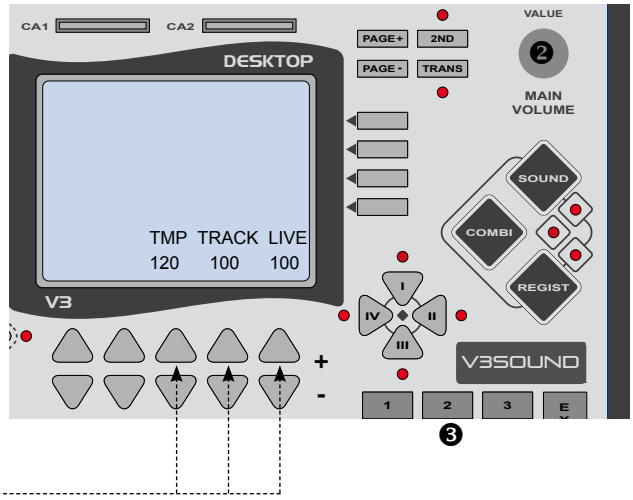
Use the arrow keys up/down right under the display to adjust the volume for the players and live sounds and the tempo for the Styles and MIDI files.

TMP tempo of the MIDI files or styles

TRACK volume of the active player: MP3, MIDI file or style

LIVE volume of all live sounds

There are 3 ways to change volumes:



❶ Change the value with the arrow keys;

❷ Use the VALUE potentiometer;

❸ Enter the volume using the 10-button pad.

MP3 AND MIDI FILE PLAYER

MP3-FILE PLAYER

You can play mp3 audio files in registration mode.

❶ Press the [MP3] button
❷ Select a folder
❸ Select any mp3 file - the file is highlighted.
❹ Press the play button

❺ To test another file
stop the current file
select a different file.

If you have found a file you want to use, press a second time the inverted file button to return to the main page.

To turn off the mp3 player, press the [MP3] button and click the upper right button on the display, NO PLAYER.

The V3 DESKTOP cannot record MP3 files itself. You must transfer MP3 files from your computer using an SD memory card.

V3 DESKTOP audio player:
MPEG Layer III 32-48.000kHz
Bit rate up to 320 kbit/s – all variable formats
MPEG Layer 3 audio decoding technology licensed from Fraunhofer IIS and Thomson.

MIDI FILE PLAYER

You can play MIDI files in registration mode.

❶ Press the MIDI file button
❷ Select a folder
❷ Select a MIDI file
❹ Press the play button

❺ To test another file
stop the current file
select a different file.

If you have found a file you want to use, press a second time the inverted file button to return to the main page.

To turn off the mp3 player, press the [MP3] button and click the upper right button on the display, NO PLAYER.

The V3 DESKTOP MIDI file player supports MIDI files in Format 0.

The standard MIDI file allows you to use recorded MIDI data in different devices and computer programs. However, the label Standard MIDI File, SMF, does not mean that any MIDI playback can be used with the sound board you have installed.

If you are using MIDI files programmed for General MIDI sound format (GM), make sure the sound board HQ260 is installed.

The TRADITION 200 sound board has special German folk music sounds, but does not contain any GM sounds.

Only MIDI files that were specially programmed for these sounds will be correctly played back in combination with the TRADITION 200 sound board. If you want to play GM MIDI files, the sound board will simply remain mute.

FOOT PEDAL - FACTORY SETTING

FOOT PEDAL - FACTORY SETTING

Three foot pedals can be connected to the V3 DESKTOP.

FS1 Switch between SCENE I and SCENE II with every tap of the pedal connected to FS1. → I > II > I > II > I > II > I...

FS2 Switch between SCENE III and SCENE IV. → III > IV > III > IV > III > IV...

FS3 START/STOP function for all players.

Be sure that the polarity of all foot pedals is in the same direction.

VOLUME PEDAL

The volume pedal, PED, is not activated in the factory setting. The volume pedal is used for live sounds. You can choose whether the pedal is used for only the sounds on the right hand or for more than one channel.

The settings for the volume pedal can be GLOBAL for all REGISTRATIONS, or individually set and saved for each REGISTRATION. For more information, see page 51.

TRANSPOSER

Press and hold down the [TRANS] key for 2 seconds - then release it. Now for the next 2 seconds, you can change the numbers at the bottom of the display by turning the knob on the VALUE pot.

The display will automatically jump back to the homepage screen.

Now press the [TRANS] key to activate the transposition (LED lights up).

The TRANSPOSE value and its status ON/OFF (LED lights up when it is activated) are saved separately for each REGISTRATION.
For more information, see page 56.

AUTO FILTER

When the volume pedal is activated on a MIDI channel, all the data of the MIDI controller 11 (expression, bellows dynamic) are automatically carried out on that MIDI channel.

WHY?
Only one control can be used to carry out the musical volume changes of piano to forte — either the bellows or the volume pedal.

If you were to use both controls at the same time, it would be like driving a car with two gas pedals.

REGISTRATION – SIMPLE CHANGES TO THE TOP 5 PARAMETERS

[1] HOMEPAGE – SOUND CHANGE

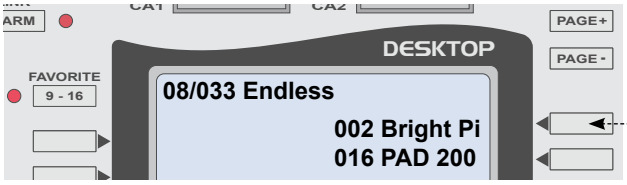
Using the REGISTRATION **08/033 Endless** as an example, here is how you change a SOUND within a REGISTRATION:

❶ Press the [REGIST] button.

❷ Using the 10-button pad, digit **08033**.

❸ Press [ENTER] on the 10-button pad.

In the registration **08/033 Endless**, you will see the following sounds in the display:



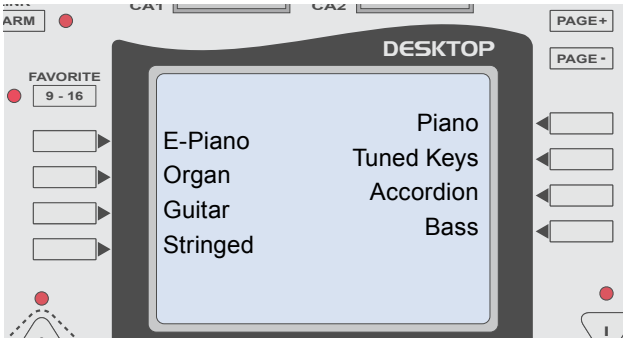
Now press the button parallel to **002 BrightPi** in order to select a different sound.

The display shows you the SOUND categories.

Browse through the 32 categories using the [PAGE +/-] buttons until you find the category you want to select.

Click on the button parallel to the category you want to select.

If you want a different piano sound, for example, press the button parallel to piano in the display.



The display now shows you the available sounds in this category.

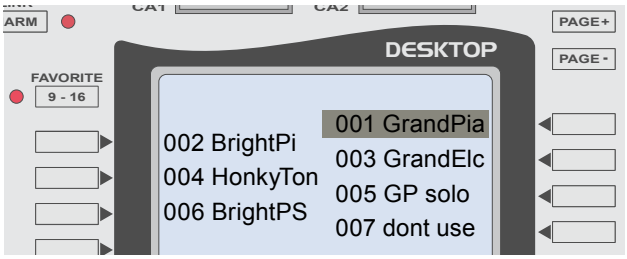
If the category contains more than 8 sounds, use the [PAGE +/-] buttons to display and browse all of the sounds within the category.

Select a sound by pressing the button parallel to that sound on the display.

The sound name is highlighted. Press a key on your keyboard and you can hear it.

To select it, just press the button a second time.

The display will automatically jump back to the homepage screen.



If you want to select a different sound category, press [EX]. Select the Part button on the display again.

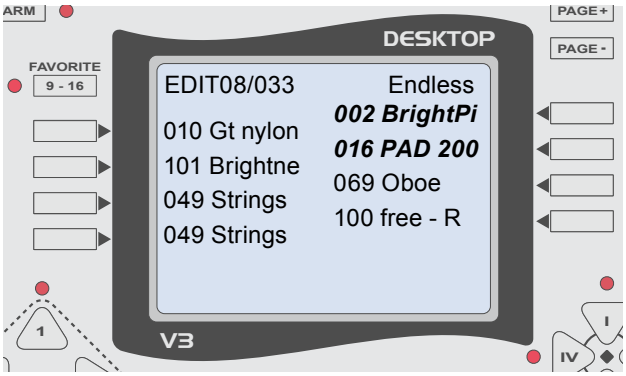
REGISTRATION – SIMPLE CHANGES TO THE TOP 5 PARAMETERS

[2] SOUND > ON/OFF

From the displays home view press 1 time the [PAGE+] button to access the SOUND ON/OFF parameters.

You are now on the second page of the EDIT menu. The bottom of the display shows you what parameter can be changed on this page.

After pressing the [PAGE +] button, you will see areas of the display blinking and other areas not blinking.



A simple click on the parts buttons on the both sides of the display allows you to turn the sound ON or OFF (the LED signals which SCENE is currently activated).

BLINKING = INACTIVE
NOT BLINKING = ACTIVE
(here showed in italic font)

You can turn the sounds ON or OFF for each of the four SCENES. What is a SCENE?

EXAMPLE: REGIST 08/033 Endless

When you call up the REGISTRATION,

SCENE I is active and the display shows sounds **002 BrightPi** and **016 Pad 200** not blinking.

When you play a key on your instrument, these two sounds are heard.

Now press the SCENE III button.

The display shows sounds **010 Gt nylon** and **101 Brightne** not blinking.

When you play a key on your instrument, these two sounds are heard.

To activate a sound in the currente SCENE, press the [PAGE+] button, then click on the button parallel to the part/sound to activate. The part activated won't blink and will be heard on the next key played.

You deactivate sounds using the same procedure.

Use the same steps to change any of the 16 parts in any SCENE.

The SOUND SCENES offer novel control for live sounds.

Until now, you have been accustomed to changing the current sound in order to play other sounds.

The V3 DESKTOP offers more.

You have 16 sounds and you choose which selection of the 16 available sounds is active in each SCENE. A sound may be active in one, two, or in all four SCENES.

With a simple click on the SCENE, you can change more than one sound simultaneously — and smoothly.

Smoothly means *that even if you are still holding down a key on your instrument when the SCENE changes, the sound is not cut off. Only when the next new key is pressed do the sounds of the new SCENE play, resulting in a smooth transition of sounds between SCENES.*

You have time to play a note to its end while at the same time calling up a sound change.

When you have learned this new method of controlling sounds, you will see its advantages — especially if you play a MIDI accordion.

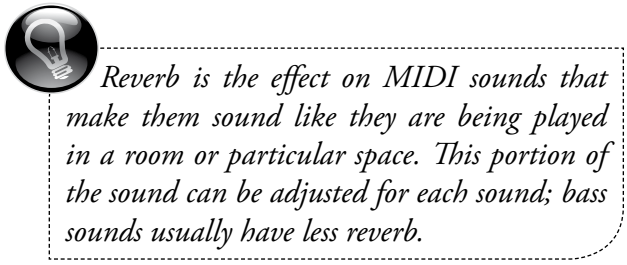
REGISTRATION – SIMPLE CHANGES TO THE TOP 5 PARAMETERS

[3] SOUND > VOLUME AND REVERB

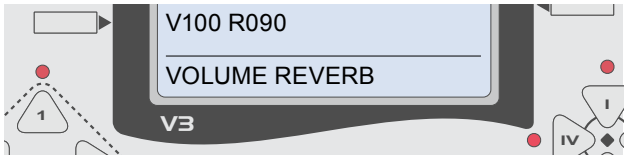
From the Display's Home View Press 2 times the [PAGE+] button to access the VOLUME and REVERB parameters.

You can adjust the volume and the amount of reverb for each SOUND.

Press the button parallel to what you want in the display. The first parameter will blink, which is Vxxx in this case (V stands for volume).



Reverb is the effect on MIDI sounds that make them sound like they are being played in a room or particular space. This portion of the sound can be adjusted for each sound; bass sounds usually have less reverb.

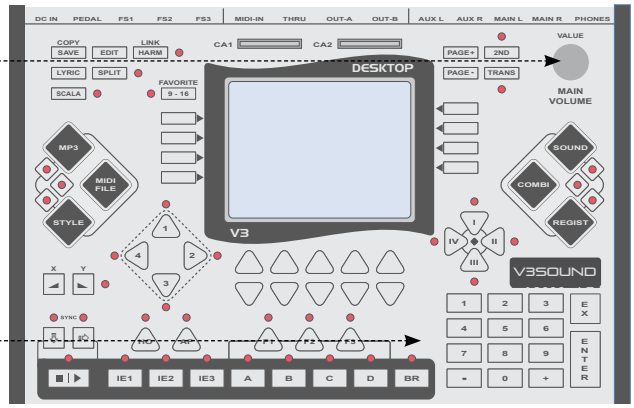


Now you have a variety of ways to change its value.

❶ When the field is blinking in the display, the MASTER VOLUME potentiometer becomes a data-entry tool.

Turn the pot to change the value on the volume.

❷ You can also change the value directly using the 10-button pad, or using the +/- buttons next to the “0” button.



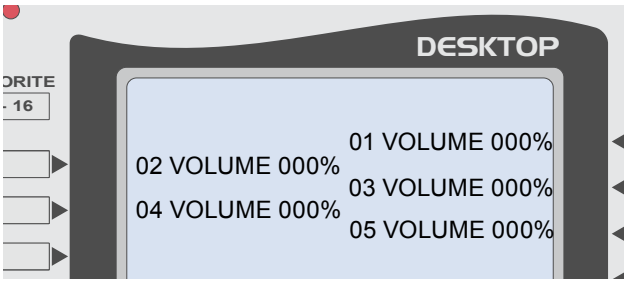
REGISTRATION – SIMPLE CHANGES TO THE TOP 5 PARAMETERS

[4] TRACK ON / OFF / MUTE

From the Display's Home View Press 3 times the [PAGE+] button to access the TRACK ON/OFF/ MUTE parameters.

OFF	deactivates the track completely
ON	plays the track
MUTE	only in this SCENE (1, 2, 3, 4), the track is muted (see more on page 24)

The track ON/OFF setting is saved for each SCENE (1, 2, 3, 4) in the REGISTRATION.
For more information, see below.

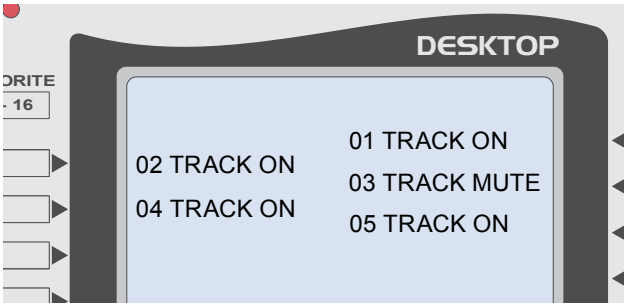


TRACK VOLUME and TRACK ON are only for MIDI files and styles. These settings do not affect MP3 audio files.

[5] FILE - TRACK VOLUME

From the Display's Home View Press 4 times the [PAGE+] button to access the TRACK VOLUME parameters.

You can change the volume of each track in percent (%).



TRACK ASSIGNMENTS

Track 1 Bass Drum
Track 2 Snare
Track 3 HiHat
Track 4 Toms*
Track 5 Ride*
Track 6 Crash
Track 7 various percussion or other drums
Track 8 various percussion or other drums
Track 9 Bass
Track 10 various
Track 11 rhythm guitar
Track 12 various
Track 13 various
Track 14 various
Track 15 pad/surface sound
Track 16 Intro 1 – click

SAVE > SAVE REGISTRATION

Press the [SAVE] button two times to save your changes in the REGISTRATION.
To save in a different memory location, read more on page 49. Changing the name of the file is only possible on a PC in the 1.30 version.

The V3 DESKTOP only plays back MIDI files and styles. The volume changes are only saved in the REGISTRATION, not in the file!

OVERVIEW - MORE MUSIC

MORE MUSIC AT YOUR FINGERTIPS

You will be amazed at the way you can arrange pieces of music with the V3 DESKTOP. Music lives by dynamic and variation. On a piano, you change the dynamic by keystroke velocity, and by air pressure for accordions and brass instruments. All of today's MIDI sound generators simulate dynamic, but the capability of instrumentation was very limited – until now.

For the first time with the DESKTOP, you can:

❶ also control which part (first, second or third) the sounds should take

❷ change the order of parts any number of times while you are playing the piece

When you play back the pieces of your concert songlist, notice that music always has a similar instrumentation.

MUSICAL EXAMPLE OF INSTRUMENTATION ON V3 DESKTOP

Part 1
You are playing the clarinet solo, and as soon as you press a second key in addition to the first, a trumpet as the second part – in this case as a deeper voice – should be heard with the clarinet. As long as you only press one key at a time, the clarinet continues to play solo.

Part 2
In the middle of the piece, you want to change the instrumentation. Now the trumpet should play the solo part. If you only press one key, only the trumpet is heard in solo, while the clarinet plays the second voice. Again it plays above the trumpet as higher voice in contrast to Part 1.
With the HIGH-LOW parameter you change this setting and the clarinet will play the lower and the trumpete the higher note.

Part 3
Now both instruments should play in unison. When you press just one key, both voices are heard.

Clarinet = black
Trumpet = red

OVERVIEW - MORE MUSIC

REGISTRATION / SOUND SCENES

A REGISTRATION represents a piece of music. The sound scenes within each REGISTRATION allow you to change the instrumentation during different sections of the music.

Imagine that you are conducting 16 musicians with your MIDI instrument. As the bandmaster, you must accomplish these tasks for all 16 musicians before the piece begins:

❶ Select an instrument = sound

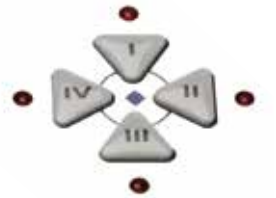
❷ Select 1st - 2nd - high - low

The sound scenes determine which of these musicians is currently active.

While you are playing, just press one of the four SCENE buttons to play the instrumentation you want.

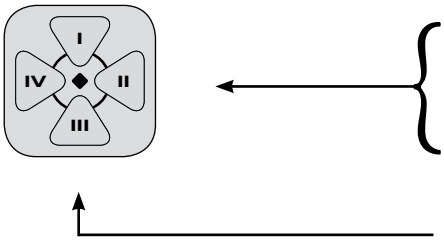
Change the scenes using a foot pedal or a control device on your MIDI instrument.

A registration represents
a piece of music;
a scene is a section of the piece.
Example:
SCENE 1 = Intro
SCENE II = Verse
SCENE III = Refrain
SCENE IV = Solo



Are you wondering why a REGISTRATION can contain up to 16 sounds? The answer lies herein:

From the musical example described previously, it is clear that we need two musicians for the trumpet and two musicians for clarinet.



No. 1 plays first clarinet in Part 1 in the higher voice.

No. 2 plays second trumpet in Part 1 in the lower voice.

No. 3 plays first trumpet in Part 2, which is the lower voice in this two-part harmony.

No. 4 plays second clarinet in Part 2 in the higher voice.

In Part 3, No. 1 and No. 3 play together.

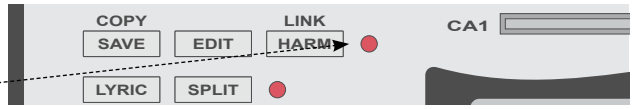
Now if you consider that a MIDI instrument, such as a three-keyboard electric organ or MIDI accordion, can play even more instruments, then the available 16 sounds are really necessary in order to guarantee perfect harmony.

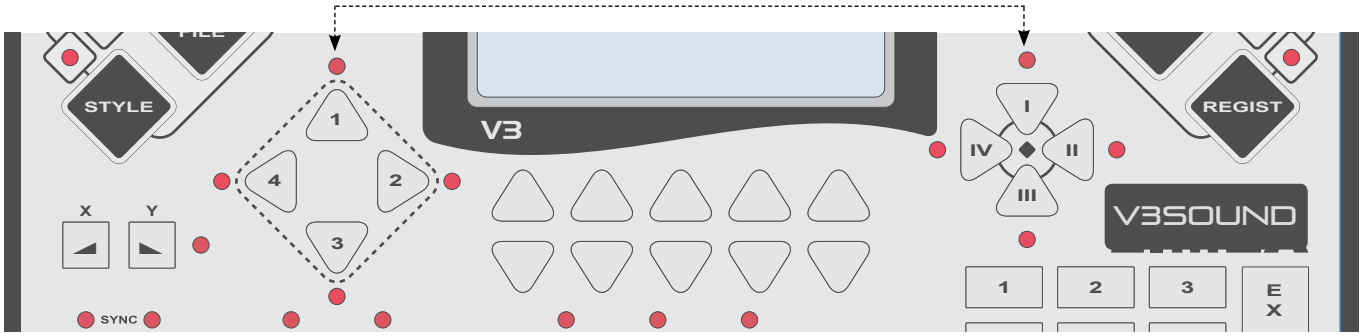
LINK FUNCTION

LINK FUNCTION

The LINK function can be activated once (GLOBAL) or individually for each REGISTRATION.

When the LINK function is ON (LED is lighted), the [1] button automatically switches on when the [I] button is pressed.





This link allows you to change the following parameters with just one click on the V3 DESKTOP or foot pedal.

❶ **STYLE VARIATION**
When AF is ON (auto fill), a fill-in will play.

❷ **TRACK ON/OFF**
Tracks of the style arranger

❸ **16 LIVE SOUNDS**
Change all live sounds

I > II > I > II > I > II

The V3 DESKTOP has a special function that allows you to switch between [I + II] with the foot pedal.

One press on the foot pedal lets you do all the things that take a number of clicks on the devices of other manufacturers.

The advantage of having four scenes within a registration is that a song can be called up by its number, yet already have a clear substructure of scenes.

When you take more time to set up your program, the performance is much less stressful **and you have more time for your audience and your music.**

You can also always manually press all the scene buttons and play as you are accustomed to playing with other devices.

LINK FUNCTION - ON/OFF

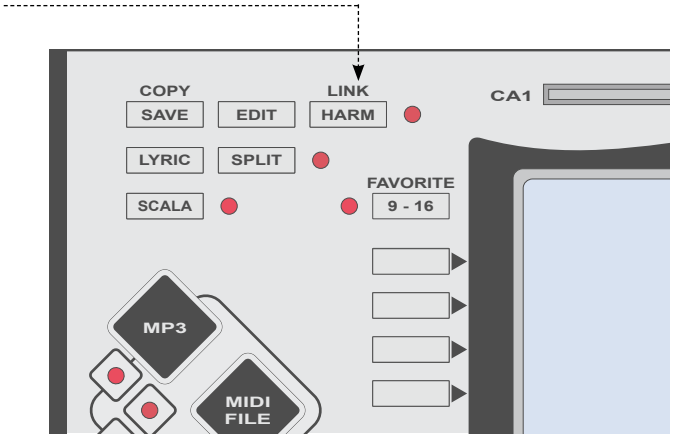
LINK FUNCTION ON/OFF

There are three ways to activate the LINK function.

❶ MANUALLY

Press and hold down the [HARM] button to the left of the display for 2 seconds. The LED lights up, signaling that the LINK function has been activated manually.

If you want to save this activation in the REGISTRATION, follow the standard save procedure: Press the [SAVE] button two times.



❷ INDIVIDUALLY IN A REGISTRATION

Press the [EDIT] button, then press the button parallel to REGISTRATION on the display.
Press the [PAGE+] button until you scroll down to the last page of the display.

Here you will see LINK on the left side of the display.

Click the button directly parallel to LINK in the display to switch the parameter to ON.

Do not forget to save this setting before you move to another REGISTRATION if you would like to keep the changes.

❸ GLOBALLY FOR ALL REGISTRATIONS

Press the [EDIT] button, then press the button parallel to FOOT SWITCH on the display.
Here on the left of the display you will see LINK.
Now when you set LINK to ON, this applies to all REGISTRATIONS.

You must press the [SAVE] button once to activate the global setting.

FOR AN EXAMPLE, SEE PAGE 58.

REGISTRATION – SELECTING AN INSTRUMENTATION

SIMPLE SELECTION

Although the LINK function described above may still sound complicated, it is very simple to apply.

We have already prepared instrumentations for the most popular instruments. You only need to select the SOUND.

The instrumentations are called up simply selecting a registration.

EXAMPLE

❶ Select a REGISTRATION.

❷ Using the buttons on the two sides of the display, choose a part for which a SOUND must be selected.

❸ The display shows you a list of sound categories.

With a click on one of the category buttons, you can continue selecting your sound if you want a standard sound without pre-set instrumentations.

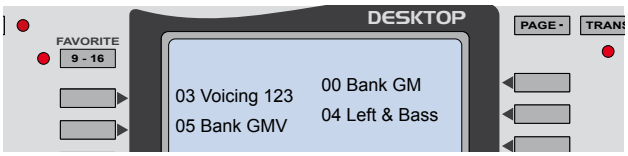
To select SOUNDS for which there are pre-loaded instrumentations available,

❹ **press** the [SOUND] button one time

You get the categoriy view. PIANO, ORGAN..

press the [SOUND] again to change to folder view

The display should show this screen.
Now you see the sound folders on the SD card.



Select the folder **03 Voicing 123** with preset instrumentation by pressing the button parallel to it.

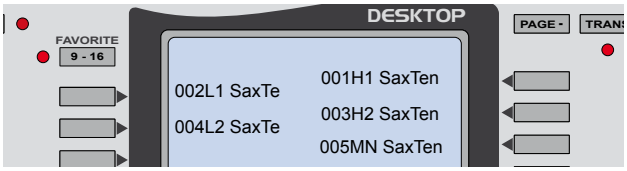
H1-L1 All SOUNDS
are pre-set for the FIRST VOICE.

H2-L2 All SOUNDS
are pre-set for the SECOND VOICE.

MN All SOUNDS are pre-set for the THIRD (MIDDLE) VOICE.

REGISTRATION – SELECTING AN INSTRUMENTATION

FIRST VOICE



H1 and L1 represent the following:

001H1 SaxTen
001 the number of the sound
H the high note will be played (when more than one key is played)
1 1st – it will always be the first note played
SaxTen tenor saxophone

002L1 SaxTen
002 the number of the sound
L the low note will be played (when more than one key is played)
1 1st – it will always be the first note played
SaxTen tenor saxophone

SECOND VOICE

H2 and L2 represent the following:

001H2 SaxTen
001 the number of the sound
H the high note will be played (when more than one key is played)
2 2nd - the sound will play only as second note, it means that you need to press two keys at the same time to hear it.
SaxTen tenor saxophone

002L2SaxTen
002 the number of the sound
L the low note will be played (when more than one key is played)
2 2nd - the sound will play only as second note, it means that you need to press two keys at the same time to hear it.
SaxTen tenor saxophone

THIRD VOICE

MN represent the following:

005MN SaxTen
MN When more than 2 keys are played, this sound will play all middle notes.

SUMMARY
You just pick a SOUND from the Voicing 123 folder, and everything is ready to go.

Select REGIST ***13/048 ChaAmore*** *for a simple example of the above procedure.*

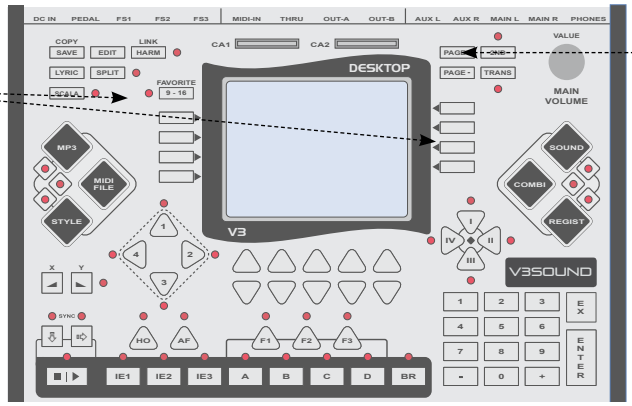
If you only play one note, you only hear the trumpet; when you play two notes, you hear the trombone on the lower of the two notes played. if you play more then two notes, all middle notes will be played ba syxophones.
If you want to create and save sounds with instrumentations yourself, see page 48.

SOUND MODE

❶ Press the [SOUND] button

❷ Choose a sound category using the buttons to the left and right of the display (piano, accordion, guitar, etc.)

❸ Use the buttons to the left and right of the display to select the specific sound you want.



The SOUND mode allows you to quickly familiarize yourself with all the available sounds on the sound board.

The SOUND is highlighted

You can already hear it pressing a key on your MIDI instrument. You can continue highlighting other sounds in order to preview them until you find the sound you're looking for.

Press the button a second time to select it.
The display will automatically jump back to the homepage screen.

Use the [+/-] buttons on the 10-button pad to switch quickly to the next sound in the same category.

To select a second category, press the [SOUND] button again and use the [PAGE+/-] buttons to scroll through the list.

SOUND FILE MANAGEMENT

Press the [SOUND] button once:
You see a list sorted by category. → Piano, Accordion, Guitar...

Press the [SOUND] button again:
You see a list sorted by banks. → 00 Bank GM, 05 Bank GMV...

Press the [SOUND] button a third time:
You see the category list again. → Piano, Accordion, Guitar...

Using categories gets you quickly to the sounds you want.

If you need a sound that does not belong to any sound category, such as the cowbell, go to the paper (or PDF) list of sound banks provided with your sound board. Search for the sound with its number from the sound board's sound list.

Each sound board user manual lists the bank and program number for every sound.

dont use

Sounds labeled "dont use" are placeholders for the V3 DESKTOP operating system. The placeholders ensure that at least one entry exists for each category, regardless of which sound board is installed. If a "dont use" entry is selected, it will make no sound. Nothing will be out of tune or changed; you don't need to concern yourself with them.

REGISTRATION

COMBINATION

MIDI-SETUP

PLUG-INS

REFERENCE MANUAL

REGISTRATION

REGISTRATION

REGIST stands for REGISTRATION.

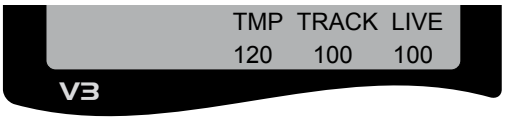
All the sound settings for live play are saved in REGISTRATIONS; they can be used to recall several settings.

In contrast to COMBI mode, you can also do the following in a REGISTRATION:

❶ MIDI files, MP3 files and styles can be played back as well as linked to the REGISTRATION, so they are ready from the start.

❷ All three foot pedals, FS1-FS3, can be individually set with various functions for each REGISTRATION.

❸ Use the TRACK function to set and save volume levels for each area (MIDI file, MP3, style).



❹ Use the LIVE function to set and save the volume of all sounds being played live.

❺ Change and save the TEMPO of MIDI files and styles.

❻ Turn off individual MIDI file tracks as well as change their volume by percent.

COMBINATION

COMBINATION

COMBI stands for COMBINATION.

Sounds are put together, or combined, in a COMBINATION.

In the current software version 1.30, you will mostly be working with the REGISTRATIONS.

The COMBI mode comes into play when you:

❶ Use different MIDI input devices and therefore need a second MIDI setting.

❷ Want to adjust computer MIDI files directly with V3 DESKTOP sounds.

To carry out these functions, you need a setting that can handle all 16 MIDI channels from the MIDI IN port directly.

Select the COMBI file called 001extern16x from the 98 ExternMID folder.

COMBI - 98 ExternMID - 001extern16x.

COMBI memory slots are 99% similar to the registrations. Therefore, it is easy to change registrations into combinations and vice versa. Copy the registration file on your PC and simply change the file name ending from .rgi to .cmb.

MP3s, MIDI files and styles can only be played back in REGISTRATION mode!

CATEGORIES – REGIST

REGISTRATION CATEGORIES

The registrations for the 521MB sound board are categorized using a simple system.

The category takes its name from the folder.

You can re-number any REGISTRATION folder and change the order in which they will appear in your display.

You can copy any REGISTRATION folder and give it a new number and a new name.

You can copy individual REGISTRATIONS and put them in your own folder to quickly create a program. This allows you easy and fast access to your songs using the [+/-] buttons in the 10-button pad.

If you are using the V3 DESKTOP for more than one band, you can create any number of folders to save each type of program separately (weddings, festivals, etc.).

CATEGORIES TR521 & CE521

00 - 06 depents on sound board

06 - 07 user free

08 Ballad
09 Ballroom
10 Pop-Rock
11 Swing & Jazz
12 DanceDisco
13 Latin
14 R & B
15 Country

23 German pop hits
24 German folk music hits

27 Italy Pop
28 Italy Folk

29 Signation
68-89 Manual bass, chord and drumcomputer

99 Special (special folder for the database)

REGISTRATION – EDIT

To quickly and easily change the most important parameters of a REGISTRATION (sound, volume), see pages 18-21.

This portion of the reference manual describes all of the sound parameters used within a REGISTRATION.

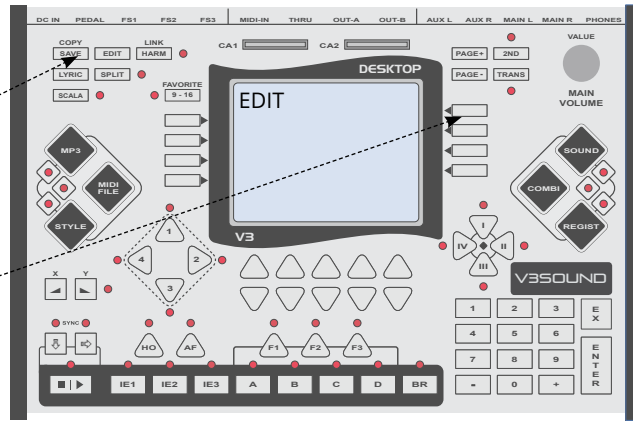
REGISTRATION > EDIT

If you want to edit more in a REGISTRATION:

❶ Call up the REGISTRATION

❷ Press the [EDIT] button

❸ Press the first button on the right of the DISPLAY



EDIT appears in the upper left of the display.

[1] SELECT A SOUND

You are now on the first screen in EDIT, where you select a sound.

Press the button parallel to an active part in the display to choose a different sound.

You now see the list of SOUND categories.

Press the [PAGE+] button to scroll through the categories.

Click the button parallel to a category in the display to select it.

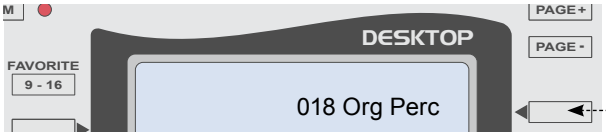
The screen shows you first 8 entries for this category.

Click on the button parallel to the sound you want to select it.

The sound is highlighted.

To select this sound, press its button a second time.

The display will automatically jump back to the homepage again.



REGISTRATION – EDIT

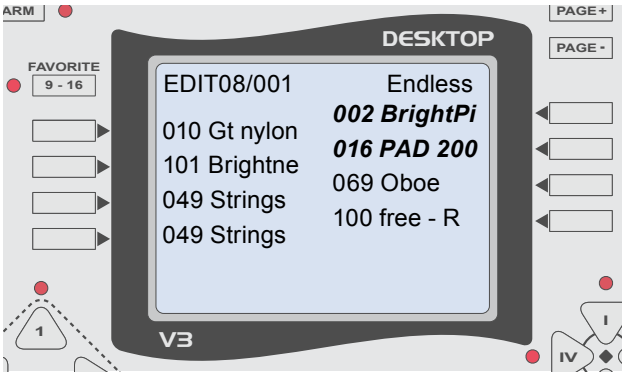
[2] SOUND > ON/OFF

Press the [PAGE+] button.

You are now on the second page of the EDIT menu. The bottom of the display shows you which parameters you can edit on this page.

After pressing the [PAGE +] button, you will see areas of the display blinking and other areas not blinking.

Simply click within the V3 DESKTOP sound scenes to select which sound you want to hear in the activated SCENE (the LED signals which SCENE is currently activated).



BLINKING = INACTIVE
NOT BLINKING = ACTIVE (in italics)

EXAMPLE REGIST 08/001 Endless

To call up this REGISTRATION, ⇢ press REGIST – 08001 – ENTER.

SCENE I is active and you see in the display that the sounds **002 BrightPi** and **016 Pad 200** are not blinking.
When you play a key on your input instrument, these two sounds are heard.

Now press the SCENE III button.

You see in the display that the sounds **010 Gt nylon** and **101 Brightne** are not blinking.
When you play a key on your input instrument, these two sounds are heard.

To activate a sound in the current SCENE, click on the button parallel to it in the display. The sound stops blinking, signaling that it is now active and will be heard when a key is played.

Use the same procedure to deactivate sounds.

The same procedure can be carried out for all 16 sounds in each SCENE.

SOUND SCENES offer novel control of LIVE play. Until now, you had to change SOUNDS in order to play other SOUNDS.

Our method

1. Switch between many sounds at the same time with one click (or one tap on the foot pedal).

2. Retain smooth transitions. You can play and hold keys on your input instrument (i.e. piano and strings continue to vibrate), then change the SCENE (all the sounds change in the display), yet these new sounds are not heard until the next keys are played on your instrument.

3. The instrumentation of the sounds can also be changed, just like sounds in a SCENE.

[3] MIDI CHANNEL

Press the [PAGE+/-] button to navigate to the MIDI channel parameter.

V3 DESKTOP allows you to choose the following MIDI channels:

R right hand (virtual MIDI-channel)
L left hand (virtual MIDI-channel)
B bass (virtual MIDI-channel)
D drums (virtual MIDI-channel)

OFF part off

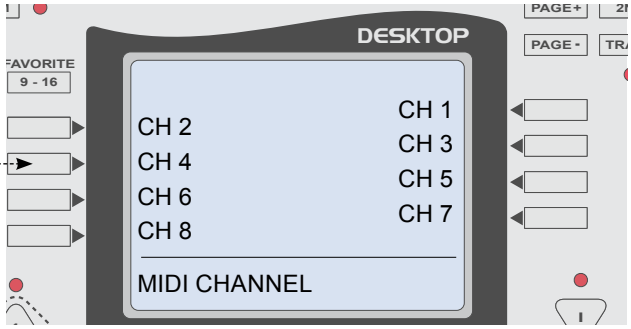
1 MIDI-channel 1
2 MIDI-channel 2
⋮
16 MIDI-channel 16

The virtual MIDI channels R/L/B/D are assigned in MIDI setup. The default setting is R for CH 1, L for CH 2, B for CH 3, and D for CH 10.

You can use the absolute CHANNEL 1 ore the virtual CH R to get a soun don CHANNEL 1.

But the virtual MIDI channels give you the advantage of quickly switching pre-set REGISTRATIONS to all of your input instruments.

There are no limits to virtual MIDI channel distribution. However, the default settings for the manufacturer's registrations 08-29 are allocated as follows:



If you want to select a specific MIDI channel, you can only do so on the part designated for this purpose. For example, you can only select MIDI channel 4 on part 4. It´s not possible to call up MIDI channel 4 on part 5.

The part distribution:

In the upper right of the display is ***Part 1;***
the upper left side of the display is ***Part 2;***
lower on the right side of the display is ***Part 3;***
lower on the left side is ***Part 4;***
and so on.

MIDI CHANNEL PART DEFAULT SETTINGS

Part 1 to 8	MIDI-channel R
Part 9	MIDI-channel L manual drums
Part 10	MIDI-channel B manual drums
Part 11	MIDI-channel L - piano
Part 13	MIDI-channel L - guitar
Part 12	MIDI-channel B - e-bass
Part 14	MIDI-channel B - con. bass

[4] BANK & PROGRAM NUMBER

Press the [PAGE+/-] button to navigate to the BANK and PROGRAM NUMBER parameters.

When you select sounds through their categories, the BANK and PROGRAM NUMBER saved within the sound are automatically filled in here.

If you have already adjusted the volume and other parameters perfectly, then you should not select the sound through its category when you want to change sounds. Just change the numbers for its BANK and PROGRAM here instead.
When you select a sound through its category, the default settings of the sound are carried over, such as a volume value of 100.

[5] VOLUME - PANORAMA - OUTPUT

Press the [PAGE+/-] button to navigate to the parameters for VOLUME, PANORAMA and AUDIO OUTPUT.

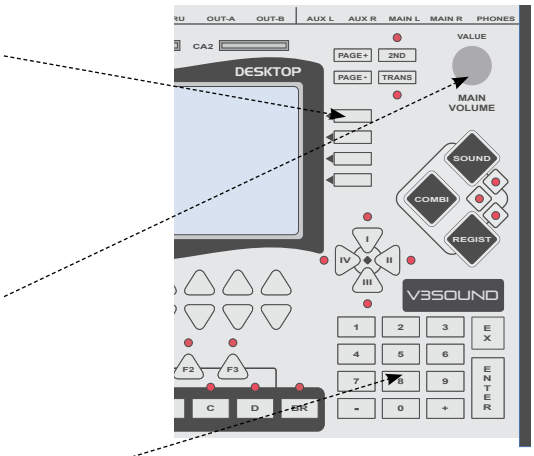
Press the button parallel to what you want in the display. The first parameter will blink, which is Vxxx in this case (V stands for volume).

Now you have a variety of ways to change its value.

When the field is blinking in the display, the MASTER VOLUME potentiometer becomes a data-entry tool.

Turn the pot to change the value on the volume.

You can also change the value directly using the 10-button pad, or using the +/- buttons next to the “0” button.



V = VOLUME 0-127

P = PANORAMA 0=left 64=center 127=right

MA/AU Main - AUX audio output

REGISTRATION – EDIT

[6] REVERB & CHORUS

R = REVERB 0 - 127
C = CHORUS 0 - 127

[7] ATTACK - DECAY - RELEASE

A = ATTACK 64 is default setting
D = DECAY 64 is default setting
R = RELEASE 64 is default setting

Attack determines whether the tone slowly builds or is heard immediately at its highest level.

Release determines whether the tone oscillates at the end. The strings of a dulcimer, for example, always fade out slowly unless they are stopped by hand.

The RELEASE parameter is also very important for BASS played manually. You control how long the bass string vibrates. The plug-in MONO MODE is also critical here; see page 41. You can limit every sound to a certain section of keys on the input instrument — up to 16 split areas if necessary.

[8] LOW KEY - HIGH KEY

The lowest and highest key that is played.

0-127

Middle C is note 60. The trumpet player's familiar high C (top C or c3) is note 84.

[9] NOTE SHIFT & OCTAVE

NOT = half step default setting = 0
OCT = octave +/-

All of the parameters discussed so far are available in every REGISTRATION and COMBINATION. The parameters to follow below are available in select places.

PLUG-IN DETAILS

[10 - 17] PLUG-IN EXPANSION

A plug-in is an expansion of parameters. In contrast to other fixed parameters such as VOLUME or OCTAVE, the plug-in is flexible. This means that a plug-in can take many different forms.

We chose this plug-in system because it is the best way to insure continual development of our product.
This system sets the parameters needed and can continually expand this list with software and updates.
With every new sound and every new style of music, new functions are needed to create extraordinary music.

V3 DESKTOP has 8 plug-in fields per sound.

16 sounds x 8 plug-ins = 128 plug-in fields.

Each field can contain any kind of plug-in you want.

V3SOUND offers groups of plug-ins.

❶ SEND VALUE
- SEND CONTROLLER & NRPN & RPN
- SEND MSB LSB PRG
- SEND BA-PR-VO X
- SEND BA-PR-VO Y

❷ SOUND PARAMETER
- FINE TUNE
- VIBRATO
- VELOCITY +/- FIXED
- MONOMODE

❸ SOLIST PARAMETER
- OCTAVE AUTO TRANSPOSE
- VOICING & TIME WINDOW
- ARTIST SOUND
- REPETITION

❹ DRUM PARAMETER
- NOTE FIXED
- 1 NOTE ONLY

❺ GUITAR PARAMETER
- GUITAR MODEL A/B (special for the TR521)

PARAMETER TABLE			
PARAMETER	PART 1	PART 2~	PART16
SOUND	PIANO	E-BASS	-
SCENE I	ON	ON	OFF
SCENE II	OFF	ON	OFF
SCENE III	OFF	ON	OFF
SCENE IV	ON	ON	OFF
MIDI-CH	R	B	OFF
BANK	00	30	00
PROGRAM	001	002	001
VOLUME	100	100	100
PANORAMA	64	64	64
OUTPUT	MAIN	MAIN	MAIN
REVERB	40	00	40
CHORUS	00	00	00
ATTACK	64	64	64
DECAY	64	64	64
RELEASE	64	64	64
LOW KEY	50	1	1
HIGH KEY	127	49	127
NOTE SHIFT	0	0	0
OCTAVE	0	0	0
PLUG-IN 1	?	?	?
PLUG-IN 2	?	?	?
PLUG-IN 3	?	?	?
PLUG-IN 4	?	?	?
PLUG-IN 5	?	?	?
PLUG-IN 6	?	?	?
PLUG-IN 7	?	?	?
PLUG-IN 8	?	?	?
FOOT-SW			

PLUG-IN DETAILS

APPLYING A PLUG-IN

To apply a PLUG-IN to a part PLUG-IN field:

❶ press the [EDIT] button

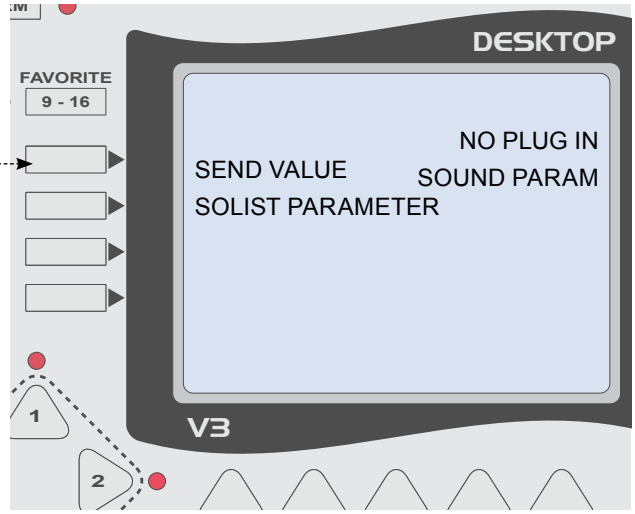
❷ press the button in Display parallel to REGISTRATION/COMBI/SOUND. (This depents in witch mode you are).

❸ press the [PAGE+] button to reach the PLUGIN edit view

❹ Press the button parallel to the sound in the display and hold down the button for 2 SECONDS. This opens the PLUG-IN folder, giving you fi ve PLUG-IN groups to choose from.

❺ Select a PLUG-IN group.

❻ Choose the PLUG-IN that you want.



CHANGE PLUG-IN SETTINGS

Briefly press the button next to the plug-in. The first entry field will blink. Change the parameter to the value you want using DATA ENTRY.

Example: Setting the highest note:

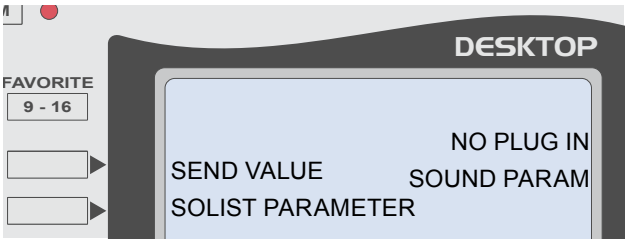
❶ Press and hold down the button next to the display for 2 seconds.

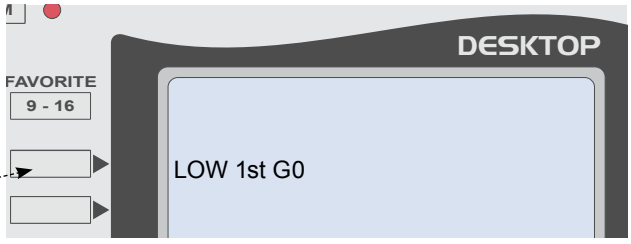
❷ Select the PLUG-IN group SOLOIST PARAMETER

❸ VOICING
In the display you will see LOW 1st G0

❹ Press the parallel button briefly.

LOW is now blinking;
turn the DATA value to HIGH.





You have now applied the HIGH NOTE PLUG-IN to this sound.

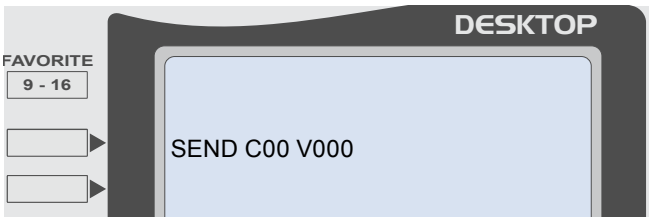
Press the SAVE button two times to save the change.

PLUG-IN DETAILS

PLUG-IN SEND CONTROLLER

SEND MIDI-CONTROLLER

C00 sets the controller number
V000 sets the value



MIDI CONTROLLER	
CC 01	Modulation wheel
CC 05	Portamento time
CC 06	Data entry
CC 11	Expression
CC 64	Sustain Pedal
CC 71	Resonance
CC 74	Cutoff
CC 84	Portamento ON

SEND VALUE SEND NRPN

SEND NRPN CONTROLLER

NRPN 00 00 00

An NRPN message is composed of three values.

NRPN messages are special parameters for sound editing. You can find the list of which parameters may be edited in your sound list details.

SEND VALUE SEND RPN

SEND RPN CONTROLLER

RPN 00 00 00

An RPN message is composed of three values.

RPN	
RPN 00 00 02	Pitch bend sensitivity in half tones 02 stands for 2 half tones

SEND VALUE SEND MSB LSB PRG

SEND MIDI CONTROLLER AND PROGRAM

MSB BANK 00
LSB BANK 00
PROGRAM NUMBER 00

V3SOUND sound boards do not need an LSB bank parameter. This plug-in is only needed to control products from other manufacturers.

PLUG-IN DESCRIPTION

SEND VALUE SEND BA-PR-VO X

This plug-in serves a very special purpose.

The BANK, PROGRAM, and VOLUME settings of this PLUG-IN are exported when Controller X is activated.

Controller X can be activated with a foot pedal.

What's special here is that the 3 messages are only active as long as the foot pedal is pressed. As soon as the foot pedal is released, the original values are active again with the next press key. Those are the values on the first two screens in the REGISTRATION edit mode.

In other words, you can make a temporary sound switch with this PLUG-IN.

PLUG-IN GROUP - SEND

Example: Grand Piano > < Brass Section

In this example, the sound of the Grand Piano in BANK 00, PROGRAM NUMBER 01 has been selected.

Now, when the foot pedal is pressed, BANK 05, PROGRAM 061 will be sent instead. And the next pressed note will sound with this program.

Brass Section 061, which was created for SOLO-HIT, is selected and the volume is also increased to 110, since the SOLO should be somewhat louder.

As soon as you release the foot pedal, the original setting is sent again, and the next pressed note will sound with this program.

Use this function for brief sound changes. If you want to change instrumentation, use the sound SCENES instead.

SEND VALUE SEND BA-PR- VO Y

This is the same function as above and is another way to change sounds using a foot pedal.

To activate this PLUG-IN with FUNCTION X, you must first assign one of the 3 FS pedals in the GLOBAL MENU or in the REGISTRATION.

REGISTRATION EXAMPLE			
PARAMETER	PART 1	PART 2	PART16
SOUND	ORGAN	PIANO	-
SCENE I	ON	ON	OFF
SCENE II	OFF	ON	OFF
SCENE III	OFF	ON	OFF
SCENE IV	ON	ON	OFF
MIDI-CH	R	B	OFF
BANK	00	00	00
PROGRAM	017	001	001
VOLUME	100	100	100
PANORAMA	64	64	64
OUTPUT	MAIN	MAIN	MAIN
REVERB	40	00	40
CHORUS	00	00	00
ATTACK	64	64	64
DECAY	64	64	64
RELEASE	64	64	64
LOW KEY	50	1	1
HIGH KEY	127	49	127
NOTE SHIFT	0	0	0
OCTAVE	0	0	0
PLUG-IN 1		BA 05 PR 061 VO 110	
PLUG-IN 2			
PLUG-IN 3			
PLUG-IN 4			
PLUG-IN 5			
PLUG-IN 6			
PLUG-IN 7			
PLUG-IN 8			
FOOT-SW			

PLUG-IN DETAILS

SOUND PARAMETER FINE TUNE

SEND MIDI-CONTROLLER.

Fine tune – cent

SOUND PARAMETER VIBRATO

SEND MIDI-CONTROLLER.

Vibrato parameter RATE - DEPTH - DELAY

A basic setting will be 55 - 75 - 64

You can give each sound vibrato with this parameter. Rate is the speed; depth is how large the vibrato swells; and delay is the amount of time before the vibrato starts.

SOUND PARAMETER VELOCITY+/-

MANIPULATES the VELOCITY value
All incoming notes are manipulated.

This parameter is specially designed for MIDI accordions and special basses for them. Baritone horn and E-bass are recorded in 3 to 4 different velocities (volumes). The MIDI accordion usually plays at a value of 96. If you want to play the baritone horn or E-bass in pianissimo, set the VEL +/- PLUG-IN value at -30.

SOUND PARAMETER VELO. FIXED

Manipulates the VELOCITY value.
All incoming notes will be set to a fixed value.

PARAMETER MONO MODE ON

Monophonic - only one note is sounding.

PLUG-IN DETAILS

SOLIST OCT AUTO TRANSPOSE

These PLUG-INS manipulate the incoming notes so that they remain in the natural range of the chosen instrument.

OCTAVE AUTO TRANSPOSE

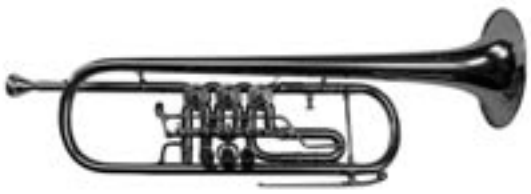
LO / LOW NOTE	000
HI / HIGH NOTE	000

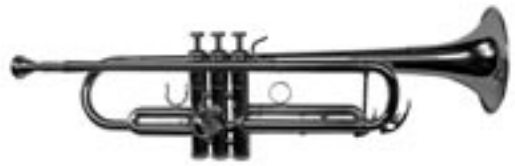
When a note is played that is outside of the set range, it is automatically changed by an octave so that it is played within that instrument's range.

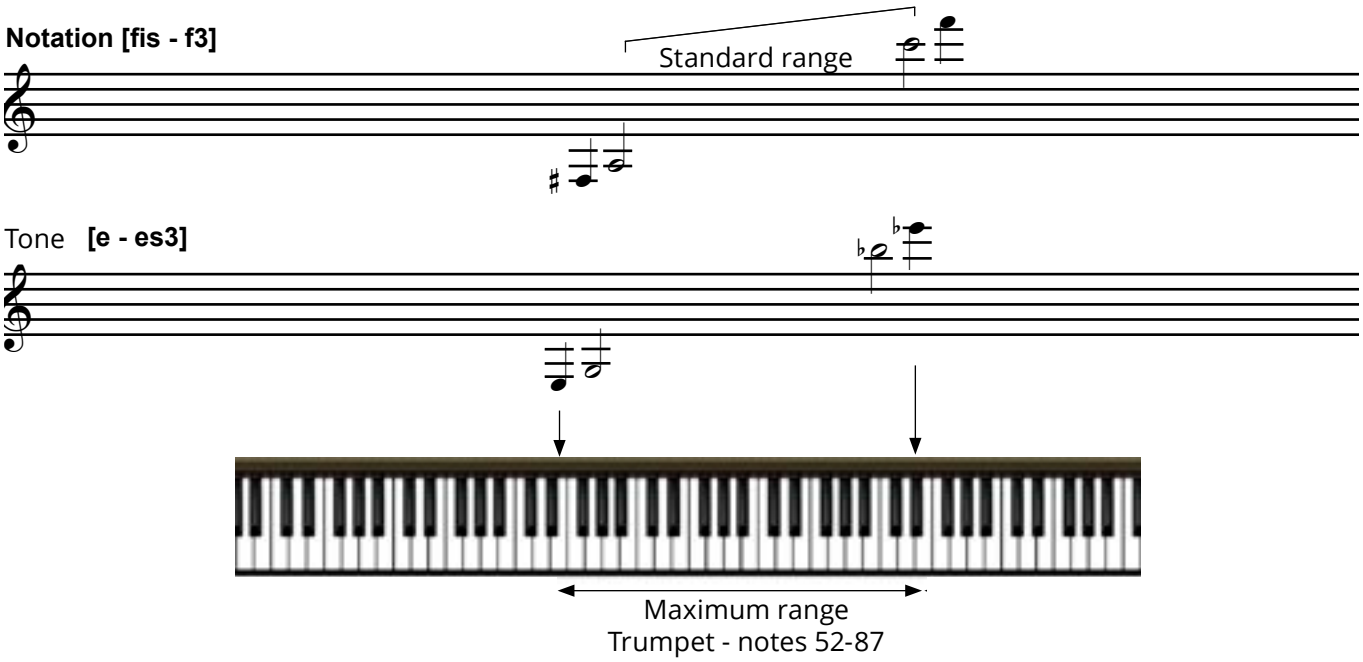
Example: Bb TRUMPET
A Bb trumpet has a range from F# to top C. Standard pieces of music do not include notes beyond this range, and it's always recommended to stay within this range.

MIDI accordion players are used to varying their sounds by playing repeats an octave higher. The sound of the accordion becomes brighter and offers a beautiful contrast in the music.
But in practice, when a MIDI instrument is played with sampled natural instruments, the musician is used to interpreting the piece just as she or he has always done it.
That's when the natural instruments are suddenly played in a range in which they sound awful.
A trumpet at double top C does not sound like a trumpet.
Using the OCTAVE AUTO TRANSPOSE parameter, set to LO 58 and HI 82, you will always remain in the appropriate range. You can play the piece on your MIDI instrument just like you have been used to playing it for years.

We recommend adjusting the range of 58-82 by one or two values, if needed, so the melody doesn't "jump" too much.



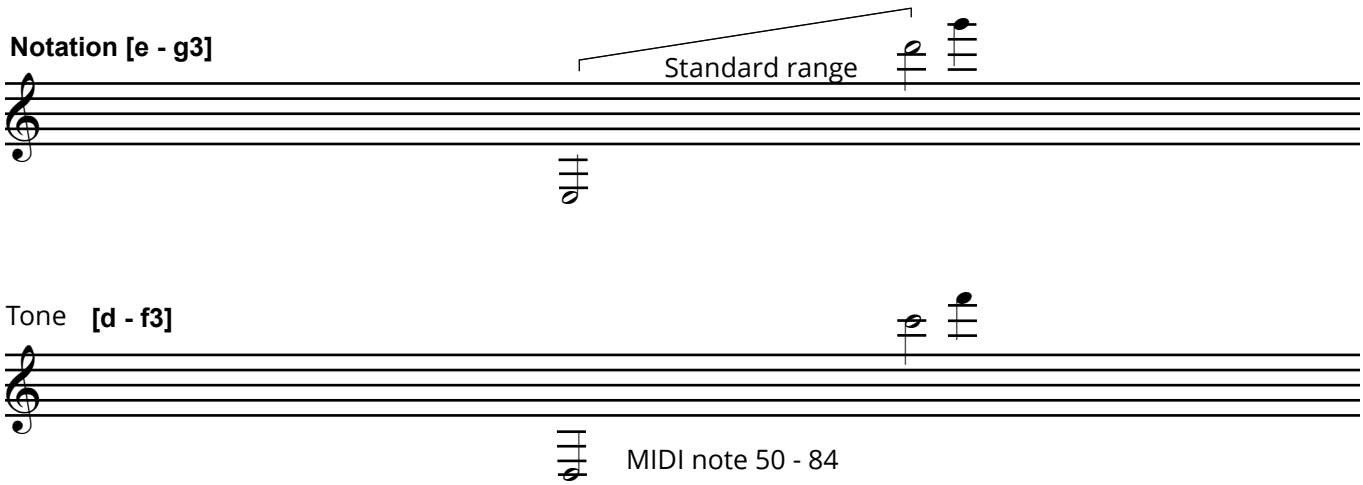




PLUG-IN DETAILS

Bb CLARINET

The Bb clarinet plays a major second lower than its notation.



Octave auto transpose is very important for E-bass and contrabass.

The four-stringed E-bass and contrabass generally only play as low as E.

Although Sepp Mattlschweiger can play as low as C on the baritone horn, using C as the lowest note in the baritone horn range is not always appropriate. To have both options, you can set different baritone horn ranges in the SCENES or switch to the instrument using the foot pedal X so that the low C is heard only when you press the pedal.

There are many specialized bass programs available for TRADITION exclusive 200, with detailed descriptions of how best to apply them.

PLUG-IN DETAILS

SOLIST VOICING

The life of any kind of music is in its instrumentation.

Take Glenn Miller's "In the Mood," for example. In the first part, only the saxophones play the famous phrase in unison, and then the accent is distributed across the entire orchestra.

In classical music, there is always an instrumentation. The notes are always spread over different ranges and different instruments.
The first violins usually play the highest note, the viola the second and cello takes the third; the contrabass plays the bass. Asking three cello players to create a triad with three cellos only happens in experimental pieces of music.

In German folk music, the available instruments or musicians tell you what kind of instrumentation the piece can have.

If you only have one clarinet player, then only one clarinet can be played. The dulcimer should not be played in two voices.

A beautiful three-voice German folk movement could translate to the following instrumentation: The clarinet plays the highest voice and an accordion plays the second, complementary notes below the clarinet, but not the highest ones. This three-voice movement will sound open and natural. With the V3 DESKTOP, we can also set the stereo position, as in the original, so that one clarinet is heard to the left and the two accordion voices to the right.

Keyboarders and all other musicians who play MIDI instruments are not used to playing this way, because until now, tone generators were not able to produce stage quality instrumentations.

V3 DESKTOP makes any kind of instrumentation possible.

To the above description of instrumentations, there's one thing to remember:
If it sounds good, it's possible.

SOLIST VOICING

As described previously, select the PLUG-IN VOICING from the SOLOIST PARAMETER group.

LOW 1st G0 appears in the display.

There are three entries in this parameter described separately below.

❶ LOW ❷ 1st ❸ G0

Press the button parallel to the text in the display. LOW will blink; set the following values by turning the data entry controller.

❶
LOW - LOW NOTE
The lowest note being pressed is what will be played as the lowest note.

MID - MIDDLE NOTE
This sound is only played when more than two notes are pressed at once. Only in that moment is there a middle note. When more than three keys are pressed, there is more than one middle note and more than one will be heard.

HIGH - HIGH NOTE
The highest note being pressed is what will be played as the highest note. If you press three notes and let go of the highest note, then the next lower note becomes the new highest note.

Press the button parallel to the text in the display. 1st will blink; set the following values by turning the data entry controller.

❷
1st - first note
This sound plays as soon as the first key is played.

2nd - begins with second note
This sound plays only when the second note is pressed.

PLUG-IN DETAILS

SOLIST VOICING

Press the button parallel to the text in the display. G0 will blink; set the following values by turning the data entry controller.

❸

G 0 - Grace note value 0
Use the grace note to set the half tone range for what is not yet the second note.

How to apply the grace note:

Let's use a clarinet and trumpet duet as an example:
When you set the clarinet sound to the PLUG-IN HIGH NOTE and the trumpet to the LOW NOTE, you will hear a nice duet when two notes are played.

Which begs the question:

What happens when I only press one key?

For this situation there is 1st and 2nd.
If you would like both sounds to play a note in unison, set both to 1st. This occurs often and will be the desired setting.

But when you want a solo for one of the two voices (trumpet solo), set the clarinet to 2nd.
The clarinet will only play if you press two keys. When you only press one key, you will only hear the trumpet.

What happens when I play a grace note?

In this case, we have the problem that the trumpet plays any time one key is pressed, but with grace notes (think of the Radetzky March) two notes are pressed at the same time, even though it's only a tenth of a second. Using the G 0 parameter – grace note – you can set a range of 1 or 2 half tones in which the 2nd note won't be activated.

The result for a setting of G 2 is that the grace note in the trumpet solo is played by the trumpet, just as it should be.

SOLIST TIME WINDOW

As described previously, select the PLUG-IN TIME WINDOW from the SOLOIST PARAMETER group.

TIME WINDOW appears in the display.

Nothing can be changed in this parameter. Applying the PLUG-IN is all you need to do for its functions to work for you.

When you are using the PLUG-IN VOICING, you naturally never press two keys at the same time. This causes the notes to "jump" up and down.

The PLUG-IN TIME WINDOW smoothes out this rough sound for you.

Just set the PLUG-IN and hear the results immediately.

Of course, you need to remember that the PLUG-IN can't work magic. You should always try to press and release the keys as evenly as possible.

This is where the final touches for solo instrumentation are added. At the same time, the 1st, 2nd and grace note parameters are crucial in applying instrumentation.
If you didn't have these parameters, you wouldn't be able to play it.

In this tenth of a second the following happens: The grace note briefly overlaps with the second note. In this tenth of a second two notes are active. In our system, there is always a higher and lower note when two notes are played, meaning the grace note would be played by the instrument set as the high note.
This problem is solved with the G0 function.

PLUG-IN DETAILS

ARTIST Y=001

An ARTIST SOUND gives you the opportunity to simulate an acoustic instrument best.
Everything is done in the background with a real-time analysis.

We measure which key you press, whether you have pressed the same button before, which interval you play, how fast you play, and choose on the basis of this analysis automatically a suitable sample.

You can recognize an ARTIST SOUND based on designations in A Sound name.

An ARTIST SOUND is basically only monophonic to be used as a solo instrument.

4 parameters can be adjusted in the plugin.

What happens depends on den sound board.

1-7 REPETITION
0/1 PRO MODE on /off
Y=001 A program number that is called when you press the foot pedal "Y" and played until the pedal is released. If you call a prg. with function Y, the sound is polyphon playable.

REPETITION - POLYPHON

This plug-in sends with every new keystroke a program number, starting with the number of the sound.

So if you set this plug-in to Prg. 32, it counts when setting value 3:
32, 33, 34, 35, 32, 33, 34, 35, 32, 33 ...

Y = 001 A program number that is called when you press the foot pedal "Y" and played until the pedal is released.

DRUM PARAMETER NOTE FIXED

All notes will be routed to this number.

You can limit the notes with parameter LK & HK (Low key - High key).

DRUM PARAMETER 1 NOTE

The plug-in “1 Note” was specially developed for LIVE percussion sounds played on the chord keys of a MIDI accordion.
It allows you to play percussion sounds with MIDI systems that do not have a drum channel.

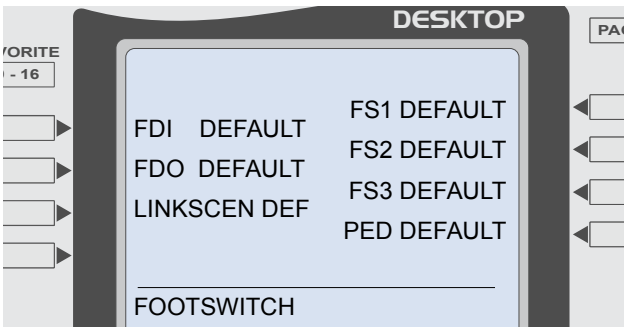
The plug-in ignores all incoming notes as long as one note is active.

The chord key on a MIDI accordion usually sends 3 notes together. But the drum application only needs one note; other notes would lead to unpleasant phasing effects.

[18] FOOT SWITCH

The settings for the following controllers can be adjusted globally or individually for each REGISTRATION.

Foot switch	**FS1, FS2, FS3**
Foot pedal	**PED**
LINK Function	**LINK**



If you select the DEFAULT, the settings will be GLOBAL.

GLOBAL settings can be defined under [FOOT SWITCH] in the [EDIT] menu.

If you want to change the pedal settings for an individual REGISTRATION, simply select that function.

Click the button parallel to the function you want and turn the VALUE potentiometer to adjust it.

For detailed information on foot switch parameters and their functions, go to page 50.

EDIT COMBI - EDIT SOUND

COMBI PARAMETER

All of the parameters described in the REGIST EDIT menu can also be used in COMBI mode.

SOUND PARAMETER

All of the parameters described in the EDIT REGIST menu can also be used in a SOUND.

When you select a SOUND in a REGIST, all the parameters saved with the sound are automatically copied to the REGIST.

USER SOUNDS – ONLY FOR PROS

Create a USER sound if you have a customized setting for a sound that you need more frequently.

All the parameters that you also need for a REGISTRATION can be pre-set and saved in the sound file.

Your customized settings are then ready to go in the registration when the sound is called up.

To do this, select a SOUND in SOUND mode.

Press the [EDIT] button.

In the right side of the display you will see SOUND. Select SOUND to navigate to the SOUND EDIT mode.

All the parameters that you now set will be saved in the SOUND file, just like they would be in a REGISTRATION.

NOTE
Not all plug-ins are directly audible in SOUND mode. Some become active after the sound is called up from a REGISTRATION. For some parameters, the SOUND must also be saved and reopened before it becomes active.

SAVE

SAVE

Whether you are in the REGIST, COMBI or SOUND mode, if you press 2 x the [SAVE] button, the current setting is stored on the current number on your SD-CARD.
This process is to quickly secure updates.

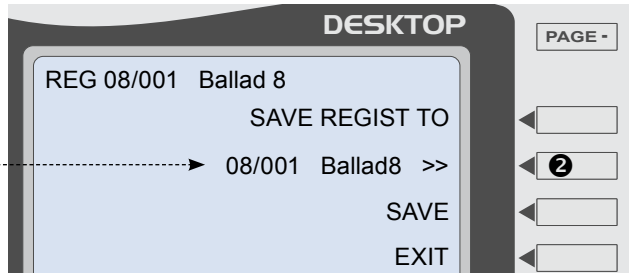
We recommend that you raise this procedure when you have invested so much time changes, so it pays to save. It is not necessary to store after each small change in volume, but possible.

SAVE TO XXX

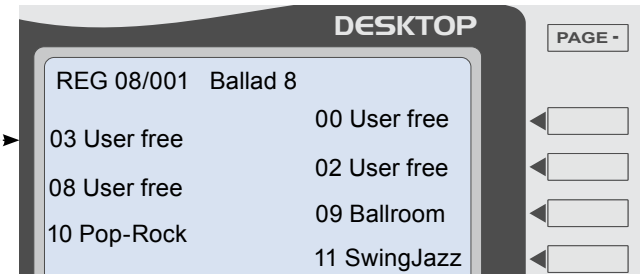
To save the current REGIST, COMBI, or the SOUND to another number:

❶ press the button [SAVE]

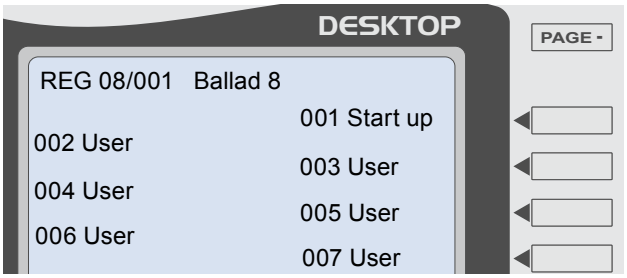
❷ press the button parallel to the current name



The display view folders on SD-CARD.
For example, if you save a REGISTRATION.



❸ Select a folder with the USER name
by clicking the parallel key on the display.



❹ Press the name on which the current should be saved.

The display returns to the SAVE view and in the second line shows now the selected file which will be definitely stored when you press the [SAVE] button again..

Press the [SAVE] button top left of the device completes the save.

You also can use the key parallel to SAVE in display to complete the save.

To rename a REGISTRATION read more on page 63.

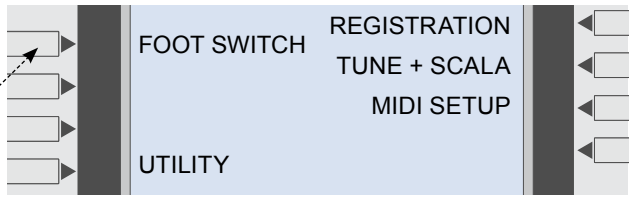
EDIT - GLOBALE SETTINGS - FOOT SWITCH

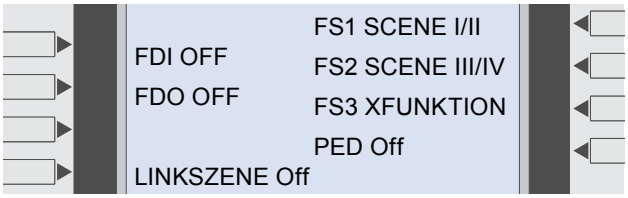
EDIT FOOT SWITCH

Press the [EDIT] button once to view the menu options.

Press the button parallel to [FOOT SWITCH] to control the foot pedal settings.

Here you can select what function will be carried out when you use the foot switch.



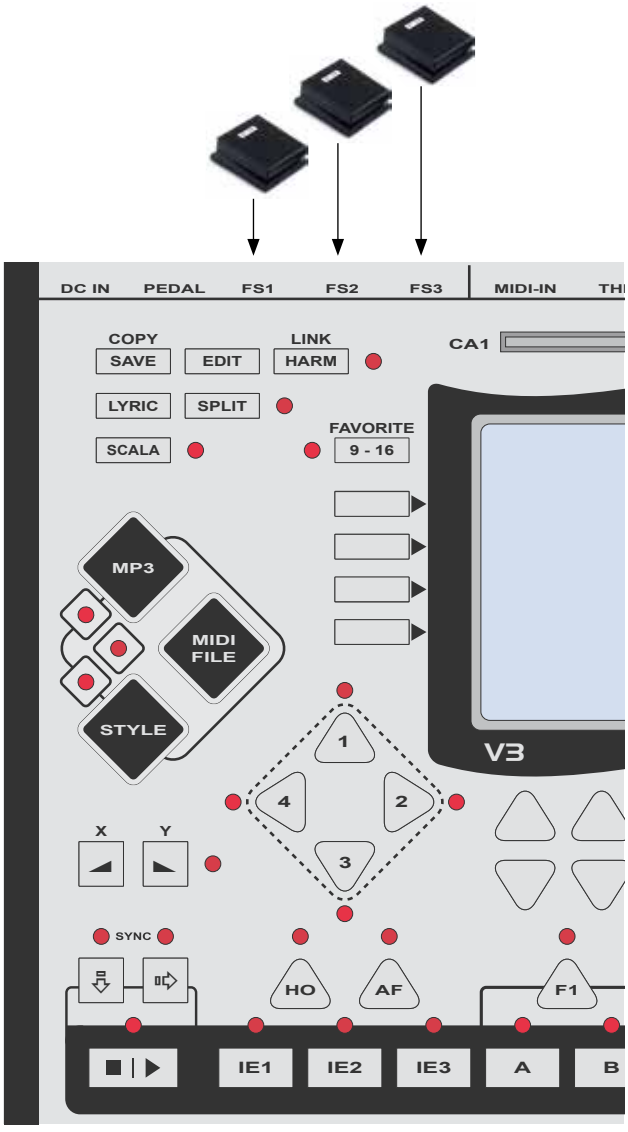


FOOT SWITCH - FS1 - FS2 - FS3

When you press the button parallel to any of the foot pedals in the display, the entry blinks and you can now change any of the functions for that controller.

The following functions are available for foot pedals FS1, FS2, and FS3:

OFF	
START/STOP	
TRANSPOSE	(ON-OFF)
X FUNCTION	
Y FUNCTION	
SCENE I	call up SCENE I
SCENE II	-"-
SCENE III	-"-
SCENE IV	-"-
SCENE I/II	switch I > II > I > II > I >
SCENE III/IV	switch III > IV > III > IV
SCENE I-IV	switch I > II > III > IV > I > II > III > IV
MAIN A	Call up a style variation
MAIN B	
MAIN C	
MAIN D	
FILL 1	
FILL 2	
FILL 3	
INTRO 1	
INTRO 2	
INTRO 3	
ENDING I	
ENDING II	
ENDING III	
BREAK	



EDIT – GLOBAL SETTINGS – VOLUME PEDAL

VOLUME PEDAL

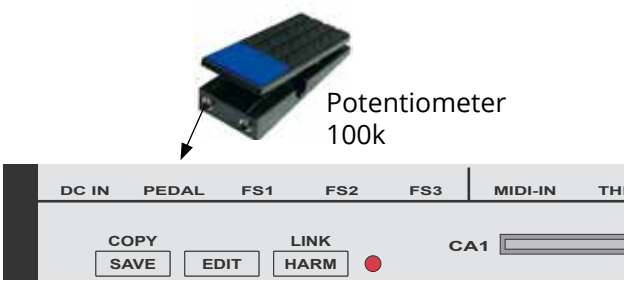
This parameter allows you to select which sounds are affected by the volume control.

AUTO-FILTER

If the volume pedal is activated on a sound, then the incoming MIDI controller No. 11 (expression) data is automatically filtered out on that MIDI channel. It would not make sense to play piano on the accordion while the foot pedal is on forte.

The volume pedal setting can also be used individually for each REGISTRATION.
This means that you can use the bellows dynamic when the volume pedal for that sound in the REGISTRATION is turned OFF.

There are a number of ways the volume pedal can be applied.



The MIDI controller 11 (expression) is for dynamic volume changes from piano to forte. MIDI accordions send this controller data when the bellows pressure changes.

VOLUME PEDAL PARAMETERS

OFF		
R	volume pedal applies to all R sounds	
R+L	-"-	R + L
R+L+B	-"-	R + L + B
R+L+B+D	-"-	R + L + B + D
L+B+D	-"-	L + B + D

The GLOBAL setting affects all default REGISTRATIONS.

If this setting is made directly in a REGISTRATION, then this setting takes precedence over the GLOBAL setting.

Use GLOBAL for the settings you need most often; select the functions that deviate from those in the REGISTRATION.

If you would like to go back to main menu without saving any changes press two time [EX].

[L+B+D] means that you are using the volume pedal on these sounds. LBD is controlled by the volume pedal, channel R is not controlled by footpedal and therefore - you can use bellowdynmik - this means

BLD is fixed with foot - R = bellow for solo

EDIT - GLOBAL SETTINGS

EDIT TUNE

Press the [EDIT] button to view the menu options.

Press the button parallel to [TUNE] for the following selection:

TUNE 440Hz

Press the button parallel to TUNE 440Hz to select the basic pitch for the V3 DESKTOP.

The standard setting is 440Hz.

Press [SAVE] to keep your changes and press [EX] to exit the GLOBAL EDIT menu.

If you would like to go back to main menu without saving any changes press two time [EX].

CHORD SCAN - STYLE ARRANGER

Set this parameter to:

FINGERED
when you play with a keyboard

ACCORDION ITALY
if you are playing with an accordion

ACC & BASS
The chord buttons and the bass keys are used for chord detection.
Press both buttons simultaneously.
Before a reevaluation must always be released both buttons.

Example: D-Bass + F Major = Dm7

Fing Bass
Not active

DISPLAY CONTRAST

To change the contrast of the display, press:

[EDIT]
[UTILITY]
[CONTRAST]

Change the value with the +/- buttons.

Press [SAVE] to keep your changes and press [EX] to exit the GLOBAL EDIT menu.

If you would like to go back to main menu without saving any changes press two time [EX].

REMOTE CONTROL

REMOTE CONTROL

Call up predefined V3 DESKTOP buttons with simple MIDI messages.

MIDI-Controller number 20

START/STOP value 0

MAIN A value 1
MAIN B value 5
MAIN C value 9
MAIN D value 13

INTRO 1 value 17
INTRO 2 value 18
INTRO 3 value 19

ENDING 1 value 21
ENDING 2 value 22
ENDING 3 value 23
BREAK value 25

MIDI-Controller number 21

LIVE SOUND SCENE
SCENE I value 1
SCENE II value 2
SCENE III value 3
SCENE IV value 4

STYLE SCENE

SCENE 1 value 11
SCENE 2 value 12
SCENE 3 value 13
SCENE 4 value 14

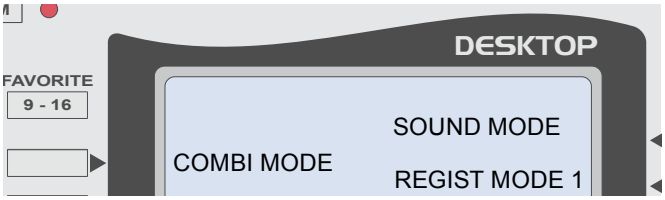
TRANSPOSE
ON/OFF value 99

MIDI-Message

START/STOP - also possible to use
MIDI message FA - FC.

EDIT MIDI-SETUP

EDIT MIDI SETUP

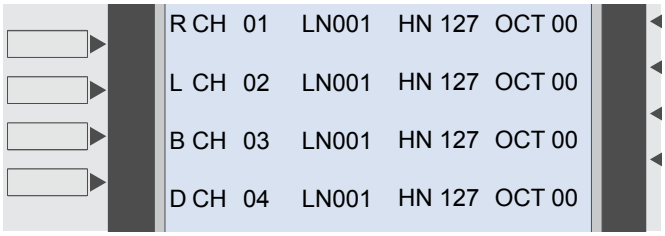


The V3 DESKTOP offers three MIDI setups. These are automatically selected depending on which mode you are in.

SOUND MODE
This setup is activated in the SOUND mode.

COMBI
This setup is activated in the COMBI mode.

REGIST MODE 1
This setup is activated in the REGIST mode.



[1] MIDI SETUP R - L - B - D

All the parameters can be selected by pressing the button parallel to the item in the display.
To select an item that is in the same line but in the second column, simply press the button parallel to it again.

R L B D
are virtual MIDI channels that represent the following MIDI channels.

RCH 01	LN 001 - HN127	Oct00
LCH 02	LN 001 - HN127	Oct00
BCH 03	LN 001 - HN127	Oct00
DCH 10	LN 001 - HN127	Oct00

LN-HN
Stands for the keyboard range on your instrument.

Oct - OCTAVE
Shifts the range by one octave.

> Press the [PAGE+/-] button.

These virtual MIDI channels gives the possibility to change quickly REGISTRATIONS to other MIDI keyboard devices.

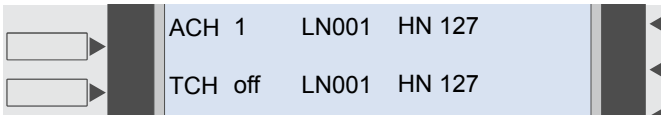
If you transfer REGISTRATIONS from a 5-octave keyboard to an electric organ with two keyboards, you only need to change one setting in the GLOBAL MENU, and all registrations assigned with R, L and B will function without any other changes.

[2] MIDI SETUP VELOCITY FIXED

The incoming velocity is fixed to a value.

EDIT MIDI SETUP

[3] MIDI SETUP STYLE ARRANGER



A CH02 LN001 HN127
MIDI channel for the style arranger's chord recognition

T CHOff LN000 HN000
Not activated in the software version.

Press the [PAGE+/-] button

[4] MIDI SETUP FILTER & MORE

SYSEX PB AT PA CC PRG CHANGE
Use this field to activate a MIDI filter for certain type of data on the MIDI IN port.

GLOBAL PRG CH - OFF/1-16
Use the global program change to switch registrations with MIDI. The bank command selects the REGIST folder; the program change selects the REGISTRATION.

NAME
Enter the name you want here.

> Press the SAVE button to save your settings.

If you would like to go back to main menu without saving any changes press two time [EX].

Setting the GLOBAL CHANNEL to CH16 produces the following: you can select the registration 10 in the folder 90 using the bank command (CC0) MSB 90 followed by the program change (PC) n.10 on MIDI channel 16.

[5] MIDI SETUP - LIVE VOLUME

This parameter is applied to all registrations. The setting value +20 increase, for example the LIVE volume of all Registrations, by the value +20.

Example: If you play with bellows dynamic, you can change all Registration with only one setting.

> Press the SAVE button to save your settings.

If you would like to go back to main menu without saving any changes press two time [EX].

MIDI setup for keyboards with only one MIDI channel:

R CH 01	**LN 055 - HN0127**	**Oct00**
L CH 01	**LN 001 - HN154**	**Oct+03**
B CH off	**LN 001 - HN127**	**Oct00**
D CH off	**LN 001 - HN127**	**Oct00**
A CH 01	**LN 055 - HN0127**	

SCALA & TRANSPOSE BUTTONS

[SCALA] BUTTON

For oriental music it is possible to change the micro tuning per note with [SCALA].

Press [SCALA].

Press a button on MIDI channel R.

This note / notes is / are voted by -50 cents down.

Furthermore, you have the option to use Microtuning on all 32 MIDI channels, or only on the 16 played live MIDI channels.

ALL all MIDI channels,
LIVE only 16 live sounds out of tune.

If you press the button [SCALA] briefly again, all values are reset to 0.

The function of the [SCALA] button can also be accessed via footswitch.

If you press the sides of the keys on the display, you can also select single note on the display, and then change the VALUE potentiometer by a certain value.

e.g. -28 CENT

[TRANSPOSER] BUTTON

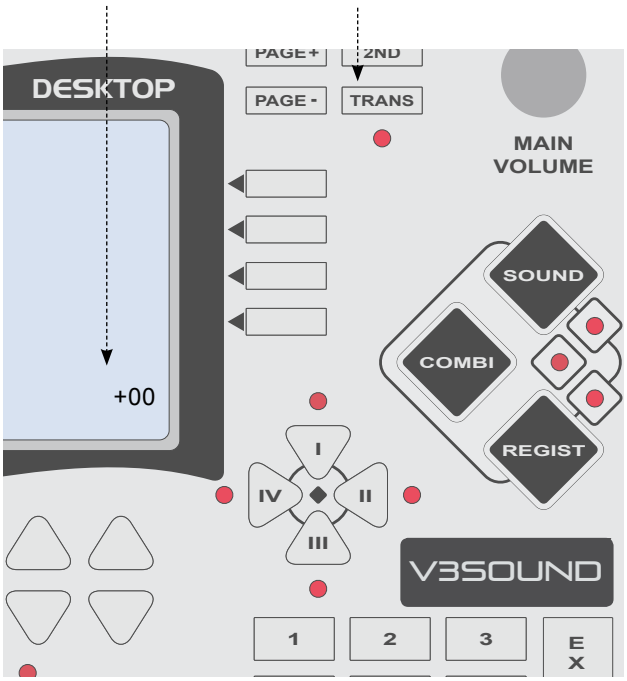
Press and hold down the [TRANSPOSE] button for 2 seconds. For the next 2 seconds you can see the TRANSPOSE value at the bottom of the display and change it by turning the knob of the VALUE pot. The display then automatically switches back to the homepage screen.

The TRANSPOSE value “x” and its ON/OFF status (LED lights up when activated) are saved separately in each REGISTRATION.

To use the TRANPOSE function in a REGISTRATION:

❶
When the pre-set TRANSPOSE function with the value “x” is called up using the REGISTRATION (LED is lighted), everything will be transposed.

❷
The value of the transposition is activated and set after you have started to play. It can also be activated with a foot pedal. All areas will be transposed: LIVE, TRACK, MIDI file and STYLE. The MP3 player will NOT be transposed.



TROUBLESHOOTING / BUTTON OPTIONS

DEVICE WILL NOT START – BLINKING

Only use the original power adapter without a ferret.

BUTTONS - OPTIONS

In the software version 1.50, the following buttons are not active:

2ND
SPLIT
LYRIC
FADE IN/OUT
HO - HOLD

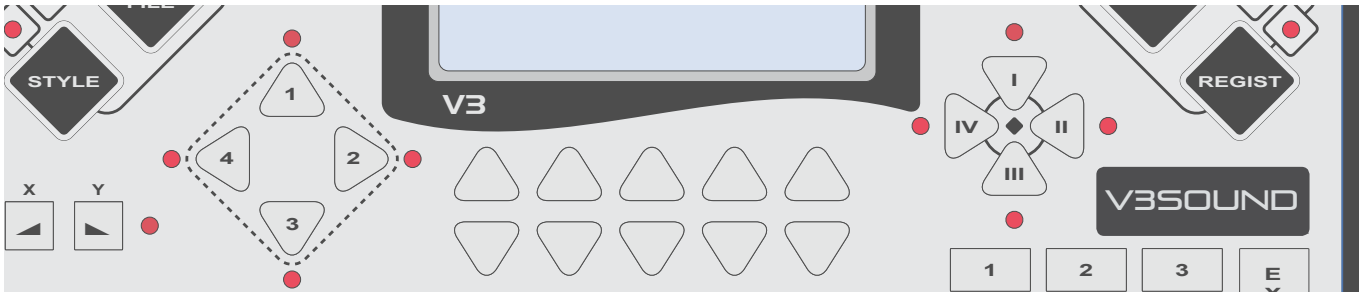
LINK SCENE – OVERVIEW

STRESS-FREE PLAY

The following is a brief overview of how the operation of the V3 DESKTOP makes your performance so easy it's stress-free.

The concept is to trigger many different functions with one switch.

Using SCENES I, II, III, and IV, you can switch the sounds of your LIVE play, as previously described.



SCENES 1, 2, 3, and 4 allow you to change the STYLE variations as well as which track of the style will be played back in each SCENE. These settings are saved for each REGIST.

To accomplish our goal — pressing as few control buttons as possible while playing — all we need to do now is coordinate the LIVE and STYLE scenes.

1 + I 2 + II 3 + III 4 + IV

Example
SCENE 1 = MAIN B Track 7 Tambourine off
SCENE 2 = MAIN D Track 7 Tambourine on

LINK ON/OFF

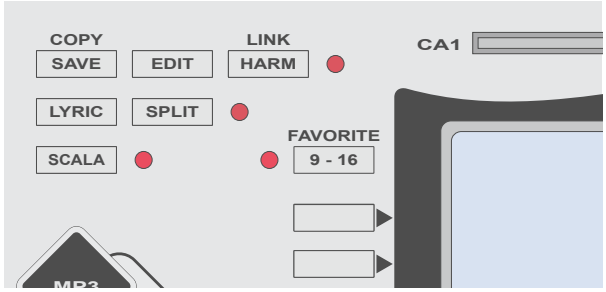
When LINK is turned ON, then a switch from SCENE I to SCENE II (Live parts) switch also the SCENE 1 to SCENE 2 (Playpack parts).
The following four parameters can happen when just press I to II.

❶ LIVE Sounds variation is switched.

❷ STYLE variation is switched.
When AF (auto fill) is ON, a fill-in plays.

❸ TRACK ON/OFF

❹ 16 LIVE sounds
LIVE sounds turn on/off.



LINK SCENE – OVERVIEW

LINK EXAMPLE

To trigger more than one function with one button, you must set and save this information in SCENES 1, 2, 3, and 4. It sounds more complicated than it is.

❶ Press the [2] button and [MAIN B].

❷ Press the [3] button and [MAIN D].

❸ Press the [1] button and [MAIN A].

What you have done so far:

When you press the [2] button, MAIN B is active.
When you press the [3] button, MAIN D is active.

Until now, you have been able to press the MAIN B and MAIN D buttons directly.

Now the settings can be fine-tuned.

You want to use MAIN D, but you don't want to use the tambourine on track 7 until the repeat.

❹ Press the [4] and [MAIN D] buttons.

❺ the [PAGE+] button 4 times to view the track ON/MUTE screen.

You see that TRACK 7 is ON.
The tambourine is playing.

❻ Press the [3] button to view the track ON/MUTE screen for SCENE 3.
TRACK 7 is ON.

❼ Select MUTE.

Result:

When you press the [3] button, MAIN D is active and the tambourine on track 7 is not playing.

When you press the [4] button, MAIN D is active and the tambourine is playing.

The TEMPO and TRACK volumes can only be saved in a REGISTRATION one time.

LINK SCENE – EXAMPLE WITHOUT TEMPLATE

LIVE SOUND SCENE CREATION

SETUP – LIVE SOUND SCENE I

❶ Select a free USER REGISTRATION.
❷ Press the top button on the right of the display.

This brings up the sound category screen.

❸ Select piano and then first piano.
Sound is now highlighted,
press again to confirm your selection.
❹ Press the second button from the top on the right of the display.

This brings up the sound category screen.

❺ Press the [PAGE+] button.
❻ Select the "String ens" category.
❼ Select the sound "051 SYString."
Sound is now highlighted,
press again to confirm your selection.
❽ Press the [PAGE+] button 2 times to change the volume if needed.

You now hear piano and strings.

SETUP – LIVE SOUND SCENE II

❶ Press the SCENE button [II] on the right of the display.

Now you can choose again sounds.

❷ Press the third button from the top on the right of the display.

This brings up the category screen.

❸ Select the ORGAN category.
❹ Select "017 OrgDrawP."

Now you hear an organ on your keyboard. With the [I] and [II] buttons, you change the sounds being played LIVE.

STYLE SCENE CREATION

SETUP – STYLE SCENE 1

❶ Press the [STYLE] button.

This brings up the category screen.

❷ Press "BALLAD."

This opens the ballads folder.

❸ Select 01 Ballad 8.

When you start the STYLE arranger now, you will hear STYLE Ballad 8.

SETUP – STYLE SCENE 2

❶ Press the [2] button left of the display and select a style variation.

This variation will happen when change from Scene I to II.

❷ Press the [MAIN C] button.

LINK FUNCTION ON

❶ Press the [HARM] button on the top left of the device and hold it down for 2 seconds.

MORE INFORMATION

MANUAL BASS - REGIST 68-89

When you press the [9-16] button, you switch to the sounds 9-16 in the display.

Some of the sounds 9-16 are active when you call up a REGISTRATION from folders 68-89.

Bass and chord sounds for MIDI accordion players are preset.

With a simple click on PART buttons 15 and 16, you can also activate manual drums.

Press the [9-16] button and then the [PAGE+] button.

This brings up the sounds display part on/off.

On the left side of the display, you see the sounds that can be activated on the bass channel.

On the right side of the display, you see the sounds that can be activated on the chord keys.

DRUM COMPUTER - REGIST 68-89

Press [START] and the Style Arranger will play just the drum sounds.

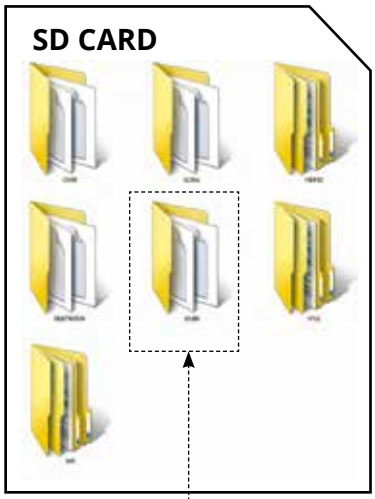
OVERVIEW - DATABASE

DATA MANAGEMENT

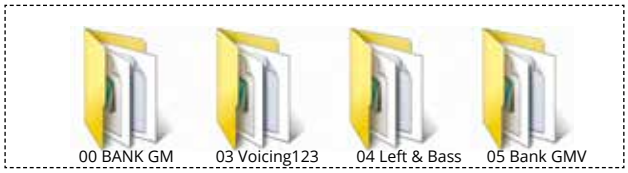
The V3 also sets new standards in data management.

One SD memory card contains the entire data system.

A simple copy of your data on a PC ensures that you have a backup of all your data.

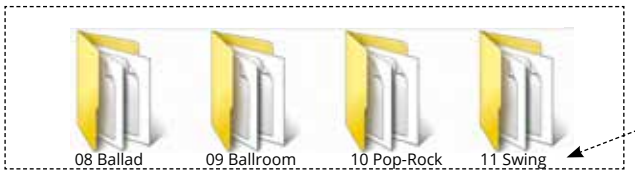


Open the SOUND folder to find all the subfolders of what is available to you, depending on which V3SOUND sound boards are installed.



In this example you can see the contents of the sound folder for HQ260 sound board.

Open the REGIST folder to find the subfolder for the sound board you have installed.



The name of the folder is also the name of the category. You can simply copy a folder and give it your own name. Remember: The folder name must begin with two digits.

Open this REGIST subfolder to find the individual registration files.

You can copy the data individually, in a group or all of it at once; put it in a different folder.

We recommend using up to 12 letters if you change names, and of course the file ending .rgi should not be erased.

The advantage of this data management system is that you can easily share REGISTRATIONS with friends without needing a special PC Editor or a USB connection.

New registrations are continually being created by V3SOUND *and are available free as a download online under support at www.v3sound.com.*

FILE RENAME - RENUMBER - CREATE FOLDER

RENAME

Each file on the SD card can be changed with a conventional computer that has an SD card port. You can also create your own folders to structure your music program.

Please observe the following rules:

FOLDER NAME

The folder name must begin with two numbers.
This number can only be used once.
For the following characters each letter can be used (except Ä-Ö-Ü ß and special characters) and each number.

REGISTRATION NAME

The name of a REGISTRATION must begin with three numbers. This number can be used only once within the folder. For the following letters each letter may be used (except Ä-Ö-Ü ß and special characters) and each number.

MIDI-FILES AND MP3 FILE NAME

We recommend to use a maximum of 99 files in a folder.
Labeled 01 to 99. Only you have the opportunity to easily determine the order of songs in the display with the number at the beginning.

MORE INFORMATION

The respective endings .rgi .cmb. snd should not be deleted.

The display shows only 12 letters. While longer names are possible, but will not be displayed.

TWO BANDS

Many musicians play in different bands.
The same two songs are often needed with different sound settings. Copy the complete folder of the REGISTRATIONS you have prepared for the first band and rename it.

Thus, all ready-made settings as independent copies ready, and you need to make the changes for your second band only in this folder.

OVERVIEW – DATABASE

SOUND CATEGORIES – GROUPS

Press the [SOUND] button to view the sound categories.

There are 32 categories assigned by the manufacturer.

In REGISTRATIONS and STYLES, the folder name is also the category name.

If you create your own REGIST folder 77 and call it 77 Carnival, you can copy your REGISTRATION to that folder, thus creating your own category.

The sounds are organized differently since they can be expanded. The sound expansions can be added later, but need to appear in their respective categories.

All of this is handled for you with a small database.

Every sound in a category is shown in the display, regardless of which sound board is installed, and even if you add a sound board later.

Up to 128 files per folder are recommend.

01. Favorite
02. Piano
03. E-Piano
04. Tuned keys - Harpsichord
05. Organ
06. Accordion
07. Guitar
08. Bass

09. Strings – various string instruments
10. Strings solo
11. Strings ensemble
12. Choir
13. Trumpet
14. Brass solo
15. Brass ensemble und bass
16. Clarinet

17. Saxophone
18. Woodwinds – various woodwind instruments
19. Percussion instruments – xylophone, marimba
20. Synth lead
21. Synth pad
22. Synth bell
23. Synth bass
24. Synth effect

25. Ethnic
26. Percussion & drums
27. Sound effect
28. Instrument effect
29. Chord sounds – complete chords
30. Chord guitar – complete chords
31. Drum mode kit – only for MIDI channel D10
32. User

SOUND FOLDER

All sound files are located in the sound folder on the SD card. The assignment of sounds to categories has been preprogrammed by the manufacturer.

SOUND FOLDER ON SD-CARD
00. GM bank
03. Solo 3rd (solo sound, 1st, 2nd, 3rd voice)
04. Left & Bass (special sound for play on the left hand)
05. GMV bank (GM variations)
and much more

INSTALLATION SOFTWARE

UPDATE V3 DESKTOP - SOFTWARE

Every new version of the operating software will expand the available functions.

❶ Go to out website www.v3sound.com and access the Support page.

❷ Save the file V3 DESKTOP - Operating system X.XX" (.zip) to your computer.

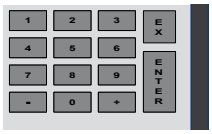
If your V3 DESKTOP already displays this version when you turn it on, you can skip this procedure.

desktop.hex

This file may remain on your SD memory card until the next update, or you may delete it immediately after completing the update.

❸ Copy the contents of the .zip file – the desktop.hex file – to an SD memory card.

❹ Put your SD memory card into the CA1 slot on your V3 DESKTOP.



❺ Press and hold down the ENTER button at the same time you

❻ Turn on your V3 DESKTOP.

❼ Wait for the text coming on display. Release the ENTER button The update will take approximately 10 seconds.

❽ Finished

All the LEDs light up during updates starting in software version 1.30.

SD CARD - COPY DATA

Copy all of the data with the label "SD Card Contents" to your SD card.

Copy the contents of the .zip file, not the .zip file itself, to your SD card.

Registrations and the operating system are continually being updated and developed. We recommend you check our Internet site from time to time for the latest updates.

INSTALLATION OF SOUND BOARD

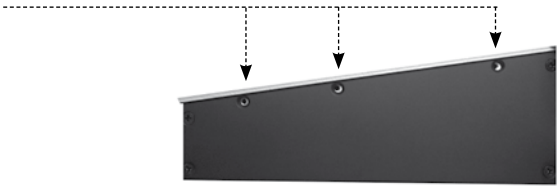
Should you obtain the V3SOUND sound board as a standalone product, please note that its installation in the V3 DESKTOP housing may only be carried out by experienced technicians.

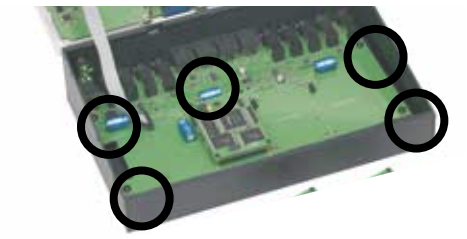
INSTALLATION

❶ Unplug the device from its power supply and any other connections.

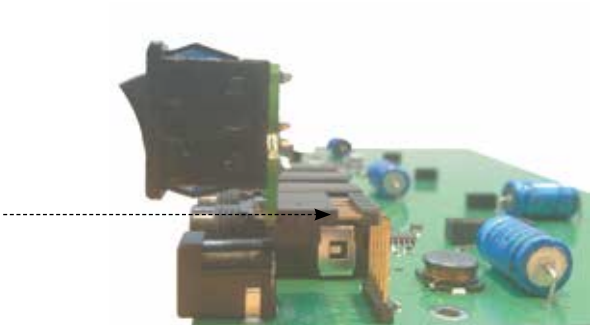
❷ Unscrew the six screws (3 on the left and right sides, just below the top of your V3 DESKTOP).

❸ The main board is fixed with 5 screws.





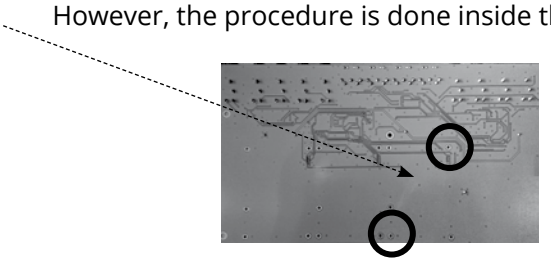
Unscrew these 5 screws and gently pull the main board forward.



Side view pictured here.
However, the procedure is done inside the housing.

❹ Plug in the sound board and screw it into place on the underside with two screws.

❺ Guide the main board slowly back into position with the outputs and power supply.



❻ Fix the main board again to the housing with five screws, and replace the top of the housing and fix it with the screws on both sides.

❼ Copy the software package for your sound board to your SD card.

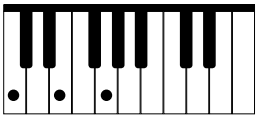
COMPATIBILITY

Only designated V3SOUND sound boards may be used with V3 DESKTOP. These boards carry the V3SOUND label.

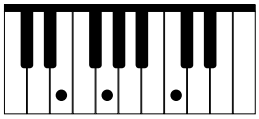
STYLE ARRANGER CHORD SCAN TYPES

FINGERED

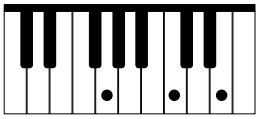
C Root position



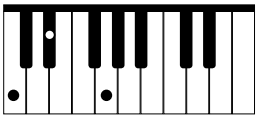
C First inversion



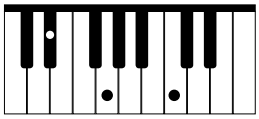
C Second inversion



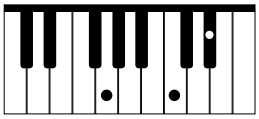
Cm Root position



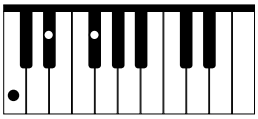
Cm First inversion



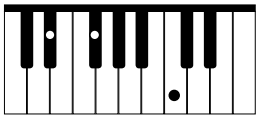
Cm Second inversion



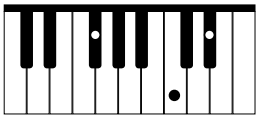
Cdim



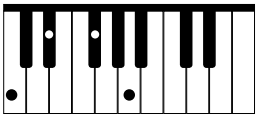
Cdim First inversion



Cdim Second inversion

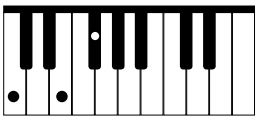


C^{dim7}

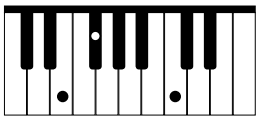


use only Root position

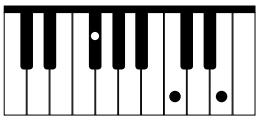
$C^{\flat 5}$



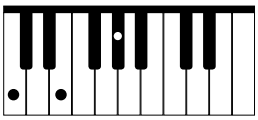
$C^{\flat 5}$



$C^{\flat 5}$

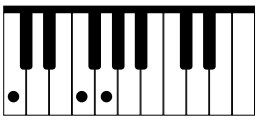


C^{aug}



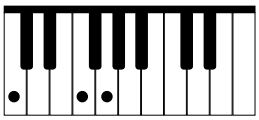
use only Root position

C^{sus4}

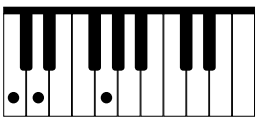


only second inversion possible

C^{sus4} Second inversion

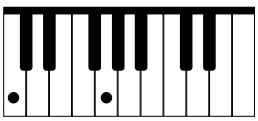


C^{sus2}



use only Root position

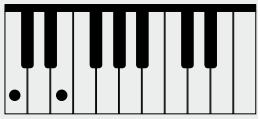
C 1+5



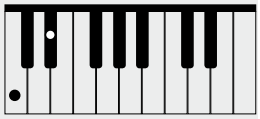
use only Root position

SHORT VERSION

C



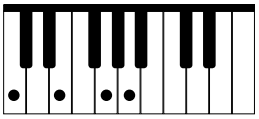
Cm



STYLE ARRANGER CHORD SCAN TYPES

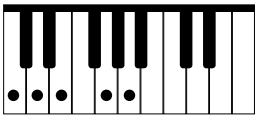
FINGERED

C6



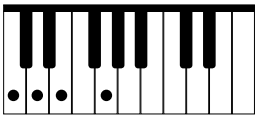
use only Root position

C6/9



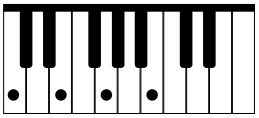
use only Root position

Cadd9



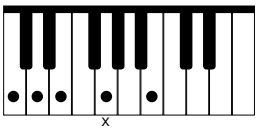
use only Root position

Cmaj7



use only Root position
and short versions

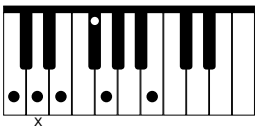
Cmaj7/9



x
can be omitted

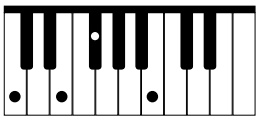
use all 4 inversions possible
and all 4 versions without note G

Cmaj7/9/#11

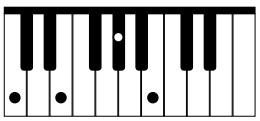


x
can be omitted

Cmaj7/♭5

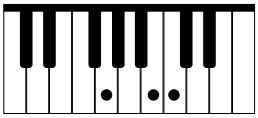


Cmaj7aug

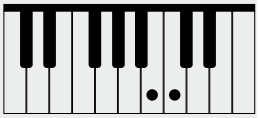


SHORT VERSION

Cmaj7



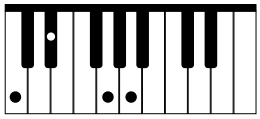
Cmaj7



STYLE ARRANGER CHORD SCAN TYPES

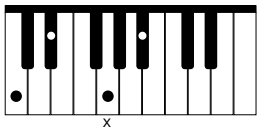
FINGERED

Cm6

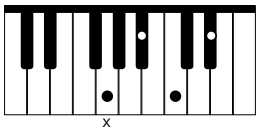


all 4 inversions possible

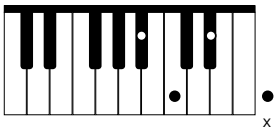
Cm7



can be omitted

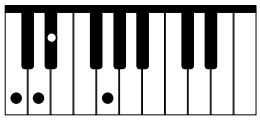


can be omitted

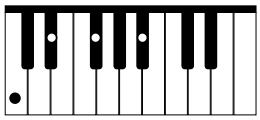


can be omitted

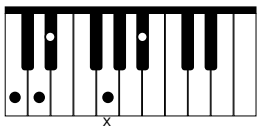
Cmadd9



Cm7/♭5

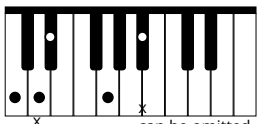


Cm7/9



can be omitted

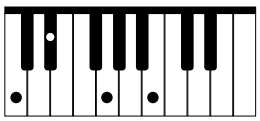
Cm7/9/11



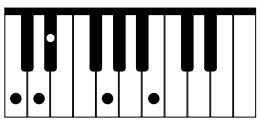
can be omitted

can be omitted

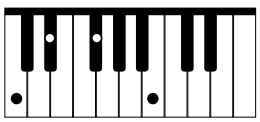
Cmmaj7



Cmmaj7/9

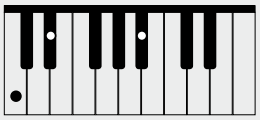


Cmmaj7/♭5



SHORT VERSION

Cm7

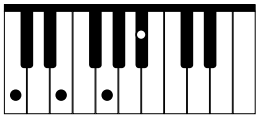


all 3 inversions possible

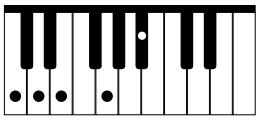
STYLE ARRANGER CHORD SCAN TYPES

FINGERED

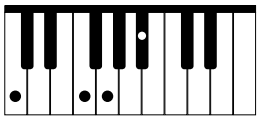
C7



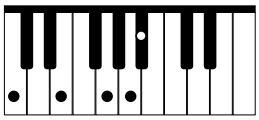
C7/9



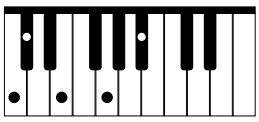
C7sus4



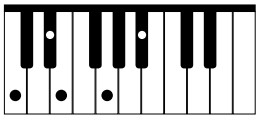
C7add13



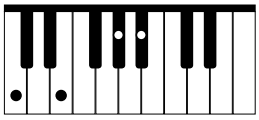
C7/♭9



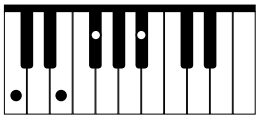
C7/#9



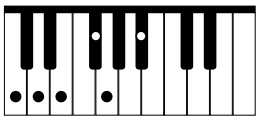
C7aug



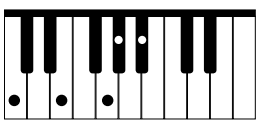
C7/♭5



C7/9/#11

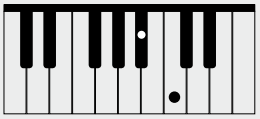


C7/♭13



SHORT VERSION

C7



all 3 inversions possible